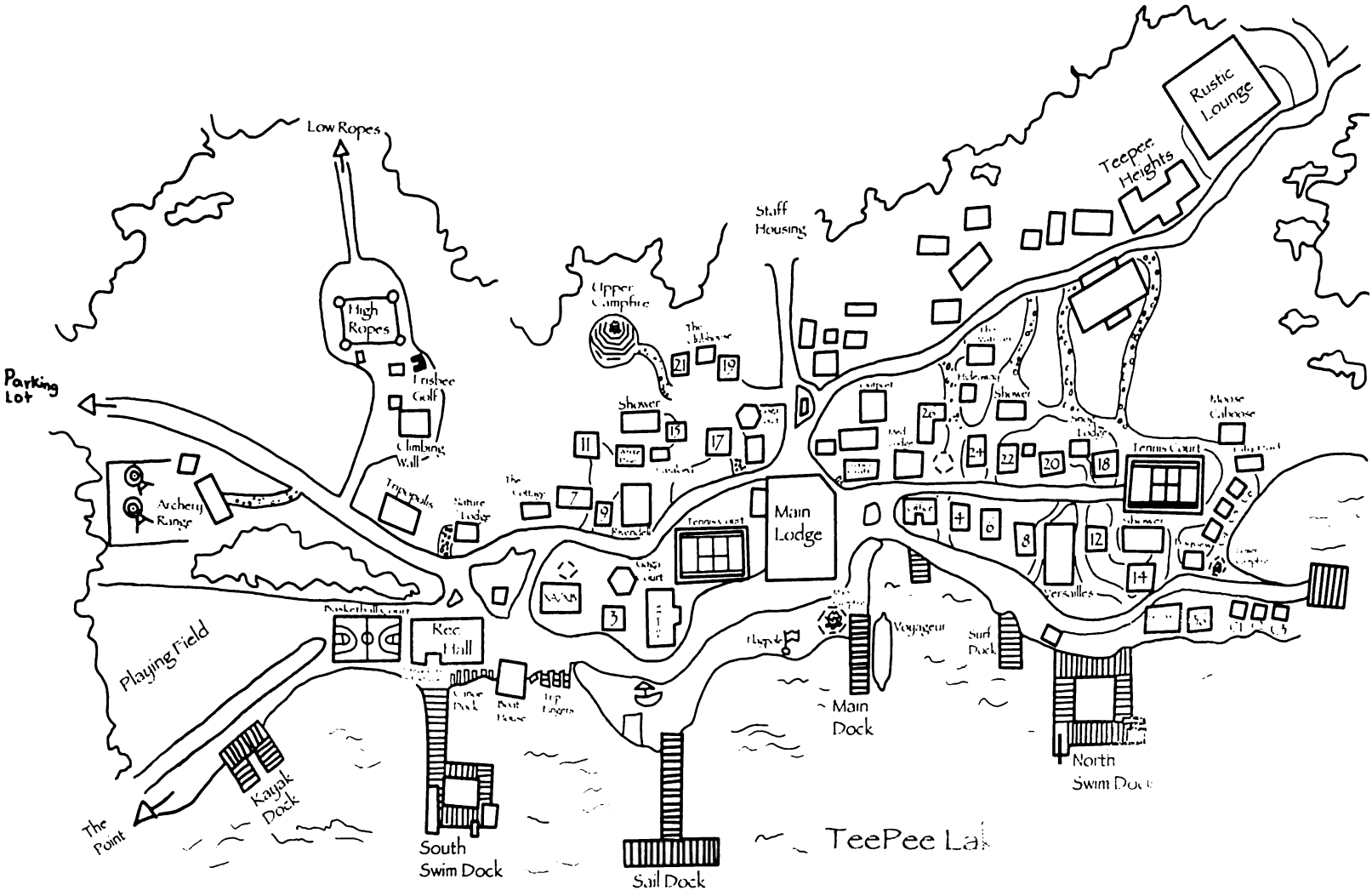
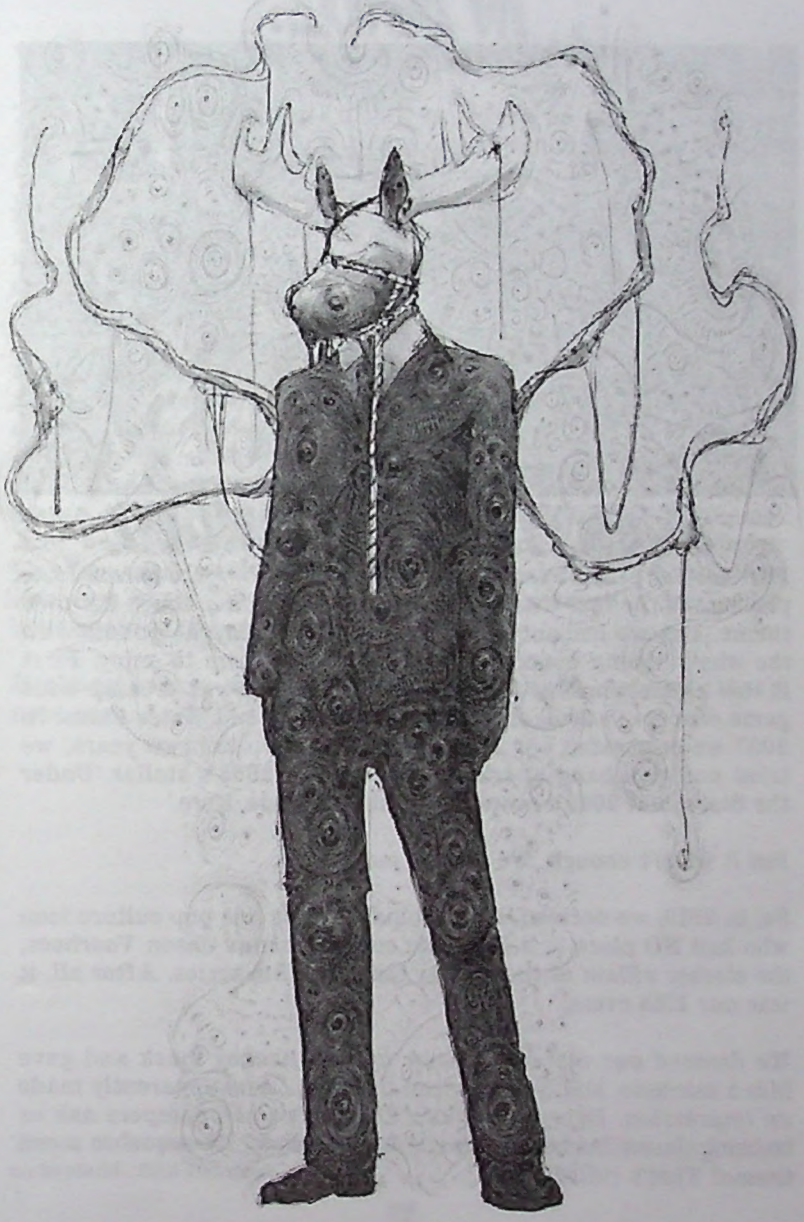
NO!
NO!
NO!
NO!
NO!
NO!
NO!
NO!
FERAL
THE 13TH
PART 2


Low Ropes
Rustic Lounge
Teepee Heights
Staff Housing
Upper Campfire
High Ropes
Parking Lot
Frisbee Golf
Climbing Wall
Archery Range
Shower
Main Lodge
Tennis Court
Rec Hall
Basketball Court
Playing Field
Kayak Dock
The Point
South Swim Dock
Sail Dock
Main Dock
North Swim Dock
Voyageur
Surf Dock
Versailles
TeePee Lake

Jeffery "Wolfin" Core



IN 2010...

EVERYTHING CHANGED.

For most of Camp Feral's eighteen-year life we were theme-free, playing off the fact that summer camp was pretty much it's own theme. But we became weary, and in 2005 played around with the whole 'theme' concept the so many cons seem to enjoy. First it was a catchphrase: 'Join the Tribe.' Then it was a camp-wide game concept in 2006: the Earth, Wind, Fire, and Water Clans. In 2007 we celebrated our 10th event! And the next two years, we tried our own hand at traditional themes: 2008's stellar 'Under the Stars' and 2009's nostalgic 'Wish You Were Here.'

But it wasn't enough. We needed more.

So, in 2010, we decided to pay homage to the one pop culture icon who had NO place at a Canadian summer camp: Jason Voorhees, the slasher villain of the 'Friday the 13th' film series. After all, it was our 13th event.

We dressed our mascot Pawnee up in a hockey mask and gave him a machete, and he terrorized the camp. And apparently made an impression. Every year since 2010 we've had campers ask us to bring Jason Furhees back and have a sequel. 'A sequel to a con theme? That's ridiculous.'

Well...SO ARE WE!

'Feral the 13th Part Two: Jason vs Slendermoose' was a lot of fun to announce, let alone plan! We killed off a bunch of staff in videos while paying homage to all sorts of horror movies (did you catch them all?) and even moving the story to Twitter where The Grumbler (Growler and Timber) were killed live on social media! Oh...and we have a Slendermoose now, who's head was constructed by the SUPER talented Alu!

To help us fight both Jason and the evil Slendermoose we brought along some backup. Armed with a camera and a desire to film anything, no matter how dangerous it gets, is found footage lover, artist, designer, musician and fursuit maker Edge! Joining him (since he will surely be killed by one of them) is our Final Girl*, artist, and Feral fan favourite Eevachu!!
So we did it! We made a ridiculous sequel out of a con theme! And we have YOU to thank for it. We hope you have an even bloodier good time this year than campers did in 2010 and enjoy five days in the Canadian wilderness with a bunch of furs as we once again take over beautiful Camp Arowhon!

It almost makes me want to break out in song...no...wait...that's next year...

- Roo

*For an explanation of 'Final Girl' or anything horror related that you may not understand...find Potoroo!

CODE OF CONDUCT

Camp Feral! is designed to be a fun and relaxing event for everyone – a five-day vacation from the hustle and bustle of your civilized life. However, as easy as it is to forget about the rest of the world in such a secluded place as this, remember that you are still in Canada, and still obligated to obey the law! Therefore, to ensure the safety of campers and park staff, protect the pristine nature of Algonquin Provincial Park and Camp Arowhon, and guarantee that Feral! continues to be invited back to this wonderful place for many years to come, we ask that all campers please read and abide by the Feral! Code of Conduct below :3

THE LAW

- Campers must abide by all federal, provincial and local laws.
- Common Sense. Use it! If you haven't got any, or are unsure about whether or not doing something might land you in trouble, ask staff before you do it please! :3 Remember, if it was illegal while you were waiting at Yorkdale Mall to catch the bus, it's still illegal now.
- In addition to the laws set down by the various governing bodies of the land, Algonquin Provincial Park and Camp Arowhon have their own policies in place that they ask us to follow:

WILDLIFE

- The Arowhon grounds and surrounding forest are home to a vast array of wildlife, like raccoons, chipmunks, coyotes, and foxes. Campers are asked to observe the following rules regarding wildlife:
- Do not leave food out where it may attract wild animals.
- Do not approach the wildlife or coax it to approach you. Think RABIES – Leave 'em alone.
- Do not try to feed the wildlife. They can find food well enough themselves, thank you very much!
- Do take pictures and admire Algonquin's wild beauty (from a safe distance, please).
- If you're curious as to why any of these these rules exist, try asking a Camp Arowhon

staffer. They're very nature-oriented and well-educated; heck, ecological responsibility is the sort of thing they teach their campers the rest of the year when we're not around!

ALCOHOL

• ...is permitted, but only in reusable, non-disposable containers. Glass bottles and aluminum cans are not permitted. Plastic pop bottles, Nalgene bottles, canteens, flasks - these are all good containers. Glass bottles may smash...animals may get hurt... we don't want that! We're furries!

• Be responsible! A number of the great activities open to you at Feral! DO NOT MIX WELL with alcohol: Rock climbing, archery, kayaking/ canoeing, and especially swimming whilst intoxicated could land you in a heap of trouble, a hospital, or worse – and although Arowhon has a competent medically-trained staff, the nearest hospital is still several kilometres away. You're here to have a good time, so don't ruin it by doing something stupid!

• Campers who violate the alcohol policy will have their alcohol confiscated until the end of camp. Serious or repeat offenders will be subject to expulsion from Feral! and will be escorted off Arowhon property.

SMOKE & FIRE

• Smoking is allowed in designated areas only, specifically the side entrance porch of the Main Lodge.

• Please dispose of ashes and butts in the receptacles provided. This is for safety as well as courtesy; it would suck to accidentally burn Arowhon down. Protect the camp!

• To that effect, NO FIRES! There will be scheduled and probably unscheduled campfires, but unless you are a staff member or have received very specific permission from one, you should not be lighting them. If you want to start and supervise a campfire in one of the campfire circles for whatever purpose, ask a staff member as far in advance as you can, to give us time to clear with Arowhon staff and make the proper safety preparations.

ORDERLY CONDUCT

• Please maintain a level of noise appropriate to the time and place. There are people who LIVE on the Arowhon grounds. They are in the nice houses. Please be respectfully quiet when walking by (for example, no overenthusiastic renditions of your favourite drinking song / pirate shanty / Sparklehorse tune while

MOOSE WATCHES
NO EYES
'15

walking back to your cabin at 1:00am please).

• Campers should cooperate fully with Feral! staff and Arowhon personnel. They are protecting you and the future of Camp Feral!, and they are probably already totally stressed out from running around like crazy all camp and the two months before it, so give 'em a break :3

• Never fight, engage in inappropriate horseplay, or do anything that directly, indirectly, or recklessly causes undue harm or disturbance to any Feral! camp function, camper, staffer, property, et cetera. Your friendly staff has spent a lot of time and effort planning this event for your enjoyment, and your fellow campers have also committed a good deal of time and money, so don't ruin it for anybody else!

ILLNESS AND INJURIES

• Camp Feral! staff are unique in that they all have very close interaction with campers, and unlike many events can leave having met and socialized with every camper. Even with this, it's possible for illness or injuries to go unnoticed, so we ask that all campers bring this to our attention as soon as it happens.

• If you feel sick, please let Feral! staff know immediately. Do not over-exert yourself, drink plenty of water, and stay out of the sun.

• If you are concerned for your health, let Feral! staff know immediately and have them contact Feral! security. WE ARE NOT DOCTORS, and cannot diagnose you, but we can try to assess the situation and decide if a trip to Huntsville Hospital is necessary.

• If you are injured, inform Feral! staff immediately. If it is a cut or scrape, we have first aid supplies. If it is worse (requires stitches, etc.) we will set up a trip to Huntsville hospital.

• Feral! staff retain the right to enter your cabin and check on you if we have been informed that you are sick or injured. If your cabinmate is ill or hurt, please err on the side of caution and allow Feral! staff to check the person out

• If someone other than Feral! staff (a partner, a friend, etc.) wishes to drive an injured or ill camper to the hospital, consult with Feral! security first. They will want to know the situation, ensure you have Camp Arowhon's number to call once you are in town, have your contact information so we can keep in touch, and also note that you are off site

Weapons

• Absolutely no firearms or realistic replicas thereof are allowed at Camp Arowhon (although waterguns, water balloons, and other water-shooty-thingers are acceptable and even encouraged).
• Campers are allowed to bring their own bows for use at Arowhon's archery range, however: a) They must inform Feral! security staff that they have brought their own bow, b) bows may only be used at the Arowhon archery range, and c) the bow must be kept with the rest of the bows at the Arowhon archery range when not in use.
• Campers should leave other weapons (or anything that can be mistaken for one) at home during camp, whether it's legal to possess and carry or not. Campers should bring anything that may come into conflict with these rules to the Feral! Security for approval, or for safe-keeping until after camp. Campers must comply if Security revokes this approval at any time for any reason.
• The only weapons expressly permitted at Feral! are folding-blade camping knives and straight sticks without grips.
• Boffer swords will be provided for the Capture the Flag event. Wheee!

Finally, Camp Feral! itself has a few guidelines specifically for the comfort and safety of our unique group:

MEDIA

We believe our campers are better able to relax and enjoy themselves if they are assured that they will not be subjected to public scrutiny. In order to ensure that our campers feel comfortably unmolested by the 'public eye' at Feral! while also allowing them to take home memories of their time here, we enforce the following rules regarding media:

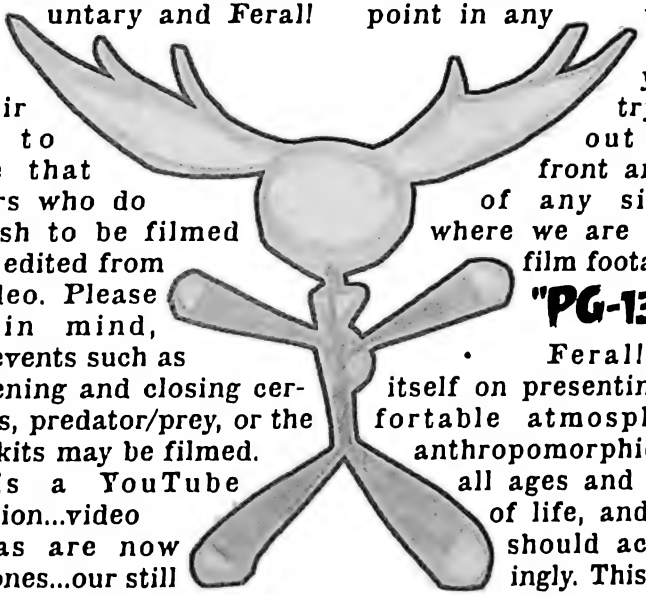
• Absolutely no news media, no matter how informal, will be allowed at Camp Feral!. This includes documentary crews of all kinds, and campers recording for purposes of later public distribution, display, or performance.

• Feral! staff may record events and discussions with campers for the purposes of archival video or promotion of Camp Feral! within the furry fandom. All testimonials will be voluntary and Feral! staff will do their best to ensure that campers who do not wish to be filmed will be edited from the video. Please keep in mind, major events such as the opening and closing ceremonies, predator/prey, or the cabin skits may be filmed.

• It is a YouTube generation...video cameras are now our phones...our still cameras...and even our sunglasses! If you do not wish to be filmed, please politely ask anyone who is filming that you'd prefer that they avoid you as best they can. If you are concerned, please let Feral! staff know and we'll do our best to inform the camp that you do not wish to be photographed or filmed...in other words...

• Please respect the wishes of any campers who don't want to be photographed or videotaped.

If you would not like to appear in a Feral! video, vlog or webisode we may ask to take a photograph of you which will allow us to scan footage to ensure you are not a focal point in any video. We ask that you also try to stay out of the front and centre of any situations where we are trying to film footage.



"PG-13 Con"

• Feral! prides itself on presenting a comfortable atmosphere for anthropomorphic fans of all ages and all walks of life, and campers should act accordingly. This means, if what you're doing is making anybody around you uncomfortable in any way, stop it! Additionally, there may be minors present (though camp Feral! is 19+, Camp Arowhon staffers do have children on camp), and exposing them to certain material or situations

can get you – and Camp Feral! for that matter – into serious trouble.

• Inappropriate artwork (including literature, fursuits and plushies) may not be displayed openly at any time, including the Art Trading Post. Designated adult content binders and cleverly-placed post-it notes are acceptable forms of censorship for this material.

• Campers should wear acceptably concealing clothing at all times, unless changing or showering in appropriate locations. We really shouldn't have to be specific about what this means. If what you're wearing is making anybody uncomfortable, put something more appropriate on over it. Please, lets not have any Marilyn Monroe moments!

• Public displays of affection are allowed. Honestly, it goes so much without saying that it barely even needs to be declared here. It would be ludicrous of us to try and prohibit them, even if we wanted to! However...

• Everybody knows the reputation the furry community has garnered in the world at large due to the overhyped behaviour of a minority of the fandom population. If you've been in the fandom long, or have ever been to a furry con, you probably know a handful of the people we are talking about. Camp Feral! challenges its campers to continue to defy the furry stereotype and live up to its reputation for putting the 'un'- back in 'conventional'! So please respect your fellow campers' comfort zones, and conversely if you feel that someone is acting inappropriately, feel free to inform a Feral! staff member.

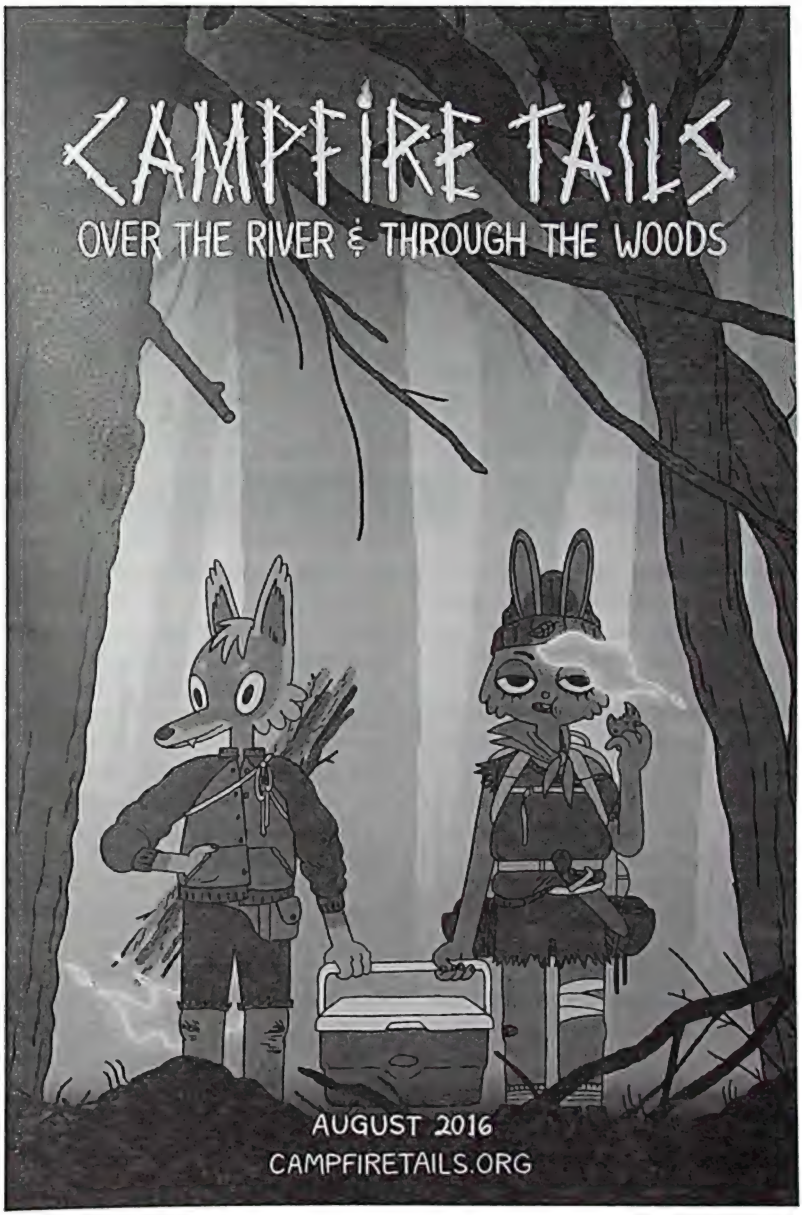
If you're still reading this, good! I know it was a lot, so thanks for sticking with us :3 If you have any questions, please feel free to ask one of your friendly Camp Feral! staffers (we're the ones wearing the nifty STAFF shirts!). To sum everything up, what it all comes down to is this: be safe, be courteous, be respectful, and most of all have fun! We're here to make sure you have a good time, let you enjoy yourselves, and make you want to keep coming back in the future!

Now, get out there and have the time of your frickin' life! ;3

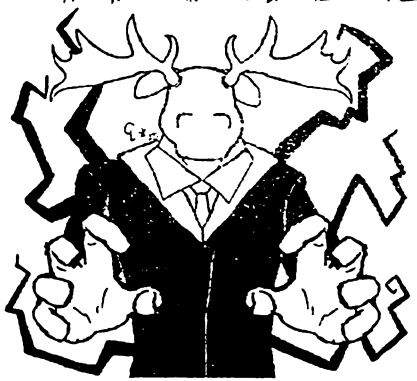
GUESTS OF HONOUR

Edge is an illustrator, designer, typography snob, musician, producer, DJ and pizza enthusiast currently living in Orlando, Florida. He has been active in the fandom since early 2008 and is somewhat of jack of all trades, taking interest both in music and visual arts as well as aroma therapy and perfume blending. He also gets really excited about, anime, cowboys, found footage horror movies and pasta. At heart, he's essentially a huge nerd. Which is how we like 'em at Feral!

Eevachu is a golden lion tamarin-polar bear hybrid from Toronto, Ontario. A beloved Feral! regular she is a prolific artist who's wide-variety of styles caught our attention at Condition Red in 2010...she would later be Guest of Honour at Condition in 2013. She is also a fursuiter, a comedian, bubbly with a dark sense of humour and most importantly...loves chicken nuggets.


CAMPFIRE TAILS
OVER THE RIVER & THROUGH THE WOODS
AUGUST 2016
CAMPFIRETAILS.ORG

FERAL! THE 13TH PART TWO



JASON VS. SLENDERMOOSE

In 2010, Camp Feral's mascot - Pawnee - discovered a mask and machete on the porch of Cabin 38. Inspired, he took on the persona of 'Jason Furhees' and travelled to Toronto to live with (and terrorize) the Camp Feral staff.

He arrived with knives, a sledgehammer (which, two years later, Crono took a liking to) and even the sharp end of a scythe packed in his duffel bag. He used an axe to cut the crust off his toast. He turned door to door salesmen into freezer meat. And, most importantly, he passed all the 'Horror Movie Cliche' tests that we threw at him.

Once September of 2010 arrived, his interest in the game waned and he turned his sights to protecting camp from the horrible Green Goo that had appeared in the woods... but we all knew it wouldn't be long before Pawnee would become Furhees again.

Getting word in May of 2015 that Pawnee had arrived at camp on Thanksgiving and had begun to travel by foot to Toronto, the Feral staffers decided to move one city to the west and avoid another Jason Furhees experience...

but Furhees found out... and he wasn't happy.

This time it wasn't cute anymore. This time he's out for blood.

As Furhees was making his way to Toronto from Algonquin a mysterious force had begun to emerge. First appearing to take over the Camp Feral twitter account, posting bizarre messages and what seemed to be images of Feral staffer's Growler and Timber's new house. The images were first down the street...then up the driveway...and then inside.

Growler and Timber's demise was live tweeted and only one clue was left. The initials 'SM' and a call to Pawnee: Your Turn.

Fearing that Pawnee had competition, Potoroo called up some furs he figured could help out. Ash Williams, destroyer of the Deadites and traveller through time, at his current job at the S-Mart Pharmacy. Eevachu, a tough 'take no prisoners' artist who would (at the very least) survive to the end of this ordeal as 'The Final Girl.' And Edge, a musician, artist, fursuiter and constant-self-filmographer who could offer a new twist on the situation.

But questions arise if Edge even survived, seemingly a victim of 'SM.' Soon after, Potoroo was found in what could only be described as a horrifying yoga accident. At the same time, Flow was taken down by Furhees, who seemingly had control of a flock of angry birds. Next Zabbu...then March... slowly all of Feral staff were being killed off.

Who is 'SM'? Are he and Furhees in a competition to see how many Ferall staff can be killed? Why did Roo try to fight an unseen creature using yoga? Did Flow's puppet Epic really quote Child's Play? Are Growler and Timber the twins from the Shining or a beast from It Follows?

There are more questions than answers, more references than people who get them, and we're running out of time.

...this must be a sequel...

<table>
<tr><th></th><th colspan="2">Thursday</th><th colspan="3">Friday</th></tr>
<tr><td>7:00</td><td colspan="2" rowspan="12"></td><td colspan="3">POLAR BEAR SWIM!</td></tr>
<tr><td>7:30</td><td colspan="3" rowspan="2">BREAKFAST!
Opening Ceremonies (8:45am)</td></tr>
<tr><td>8:00</td></tr>
<tr><td>8:30</td><td colspan="2">Orientation at
Main Lodge</td><td>FREE TIME!</td></tr>
<tr><td>9:00</td><td colspan="2" rowspan="3">Workshops
AM 1</td><td rowspan="3">ACTIVITIES/Voyageur
Canoe Trip</td></tr>
<tr><td>9:30</td></tr>
<tr><td>10:00</td></tr>
<tr><td>10:30</td><td colspan="3">LUNCH TIME!</td></tr>
<tr><td>11:00</td><td colspan="2" rowspan="3">Workshops
PM 1</td><td rowspan="3">ACTIVITIES /
Watermelon Football</td></tr>
<tr><td>11:30</td></tr>
<tr><td>12:00</td></tr>
<tr><td>12:30</td><td colspan="2" rowspan="4">Bus/Drive/Flap/Pedal/Jog to
Feral!</td><td colspan="2" rowspan="4">MELEE
Soccer Field</td></tr>
<tr><td>1:00</td></tr>
<tr><td>1:30</td></tr>
<tr><td>2:00</td></tr>
<tr><td>2:30</td><td colspan="2" rowspan="2">REGISTRATION!</td></tr>
<tr><td>3:00</td><td colspan="3" rowspan="2">DINNER TIME!</td></tr>
<tr><td>3:30</td><td colspan="2" rowspan="2">DINNER & WELCOME
ANNOUNCEMENTS</td></tr>
<tr><td>4:00</td><td colspan="3" rowspan="2">TRADING POST
Main Lodge</td></tr>
<tr><td>4:30</td><td colspan="2" rowspan="2">Cabin Set Up!</td></tr>
<tr><td>5:00</td><td colspan="3" rowspan="2">Furry Improv
at Rustic Lounge</td></tr>
<tr><td>5:30</td><td colspan="2" rowspan="2">DRUM JAM!
at Upper Campfire</td></tr>
<tr><td>6:00</td><td rowspan="8">HANGING
AT THE
CAMPFIRE
at Upper
Campfire</td><td rowspan="8">VOICES in the DARK
at Curve Campfire</td><td rowspan="8">SMORES
WITH
TIMBEHR at
Main Lodge
Campfire</td><td rowspan="8">CAMPFIRE
SING-A-LONG
Upper Campfire</td><td>Stargazing</td></tr>
<tr><td>6:30</td><td rowspan="7">Movies at
TeePee
Heights</td></tr>
<tr><td>7:00</td></tr>
<tr><td>7:30</td></tr>
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<tr><td>9:00</td></tr>
<tr><td>9:30</td></tr>
<tr><td>10:00</td><td colspan="2">CAMPFIRES OUT!</td><td colspan="3">CAMPFIRES OUT!!</td></tr>
</table>

Saturday		Sunday		Monday	
POLAR BEAR SWIM!		POLAR BEAR SWIM!		POLAR BEAR SWIM!	7:00
					7:30
BREAKFAST!		BREAKFAST!		BREAKFAST!	8:00
					8:30
FREE TIME!		FREE TIME!		Closing Ceremonies & Group Photo at Main Lodge!	9:00
					9:30
Workshops AM 2	ACTIVITIES/ Half Day Canoe Trip	Workshops AM 3	ACTIVITIES/ Lake Swim	PACK UP & CLEAN!	10:00
					10:30
				BUS TO TORONTO! With a stop at Webers for lunch!	11:00
					11:30
LUNCH TIME!		LUNCH TIME!			12:00
					12:30
Workshops PM 2	ACTIVITIES / Watermelon Football	Staff vs Campers DODGEBALL S. Tennis Court			1:00
					1:30
					2:00
					2:30
PREDATOR vs PREY Meet at Main Lodge		CAMPWIDE GAME: Jason vs Slendermoose vs EVERYONE!!! Meet at Main Lodge			3:00
					3:30
					4:00
					4:30
					5:00
					5:30
DINNER TIME!		DINNER TIME!			6:00
					6:30
SPONSOR'S EVENT at Rustic Lounge		Cabin Skit Prep!			7:00
		CABIN SKITS! Rec Hall			7:30
					8:00
MUSICIAN'S CIRCLE at Tee Pee Heights	DJ DANCE at Rustic Lounge	Poetry Corner at M.L. Campfire	DJ DANCE at Rustic Lounge		8:30
					9:00
					9:30
		MOVIES			10:00
					10:30
					11:00
					11:30
					12:00
					12:30
CAMPFIRES OUT!		CAMPFIRES OUT!			1:00

Schedule of Events

THURSDAY

DINNER AND ANNOUNCEMENTS

Main Lodge 6:00p

Kick off 'Feral! the 13th Part Two' with an awesome meal and both Camp Arowhon and Camp Feral's opening announcements. Please note: important information about camp will be announced and you won't want to miss it!

DRUM JAM

Upper Campfire 8:00p

Head to the Upper Campfire and join the jam! Meet new furs and see old friends by the fire in a clearing in the woods!

HANGING AT THE CAMPFIRE

Upper Campfire 9:30p

Tell stories, have some drinks, and enjoy the company! A nice relaxing start to Feral!

VOICES IN THE DARK

Lower Campfire 9:30p

Branwyn once again returns to lead an experience like no other: enjoy acapella singing in the dark of night by the North Dock. Flashlights Not Permitted (once you're seated, of course)

GAMES AND CHATTING IN THE MAIN LODGE

Main Lodge all hours

Find gamer extraordinaire, The Insane Foxx, in the Main Lodge if you're lookin' for a game to play! He once again brings his skillz honed at other Canadian cons, especially What the Fur in Montreal, to Algonquin Park!

FRIDAY

POLAR BEAR SWIM

North Swim Dock 7:00a

Have trouble waking up? Join Crono for a blast of cool water to get your day started right!

OPENING CEREMONIES

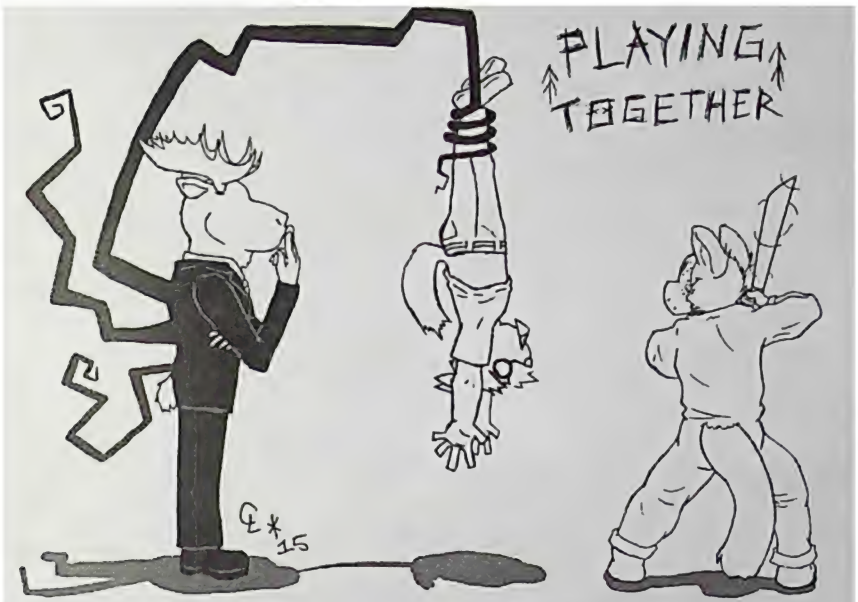
Main Lodge 8:45a

After breakfast experience Camp Feral's traditional Opening Ceremonies: we welcome you, talk briefly about the theme, introduce our Guests of Honour and our Friends of Feral recipients, and raise the flag to 'O Canada' courtesy of Archeus!

ORIENTATION

Meet at Main Lodge 9:00a

If it's your first year, this is a great way to get to know camp! Potoroo will lead a short tour showing off all four


PLAYING
TOGETHER

A YOUTUBE SHOW
ABOUT ALL THINGS
FURRY!
Culturally
Fd

corners of the site, identifying important buildings and telling some stories about Feral's history!

VOYAGEUR CANOE TRIP

Meet at Main Lodge 10:00a

Ever paddled a canoe? Not like this one you haven't! The Voyageur Canoe holds up to 25 people and gives you a view of camp that's unlike any other. A Feral! Tradition! Please sign up at Main Lodge so we know you want to come!

WORKSHOPS & ACTIVITIES - AM 1

Locations TBA 10:00a

See the workshop schedule for specifics. Activities will be announced at breakfast!

WATERMELON FOOTBALL

South Swim Dock 1:00p

Quite likely the strangest thing we ask you to do at Feral! Part water polo, part fruit salad, part ridiculous show for the crowd: teams try to move a slippery watermelon to the opposing team's goal. Not to be missed!

WORKSHOPS AND ACTIVITIES - PM 1

Locations TBA 1:00p

See the workshop schedule for specifics. Activities will be announced at lunch!

MONFUR MELEE

Soccer Field 3:30p

The MonFurs return again with their Melee! A Live Action Battle Game that will get you moving and test your imagination!!

TRADING POST

Main Lodge 7:00p

Our 'Dealer's Den' open in the Main Lodge from 7:00 to 8:00ish. Pick up conbadge commissions, books, and Feral! merch (including this year's amazing T-Shirt and Hoodie!)

FURRY IMPROV

Rustic Lounge 8:00p

Feral's most popular event since 2004! See experienced furry improvisers make fools of themselves, and join them, as they make up ridiculous situations that YOU give them!

SMORES WITH TIMBEHR

Main Lodge Campfire 9:30p

Timbehr breaks all the S'more rules with a crazy collection of ingredients that will have your mouth watering! Come early before everything is eaten up!

CAMPFIRE SINGALONG

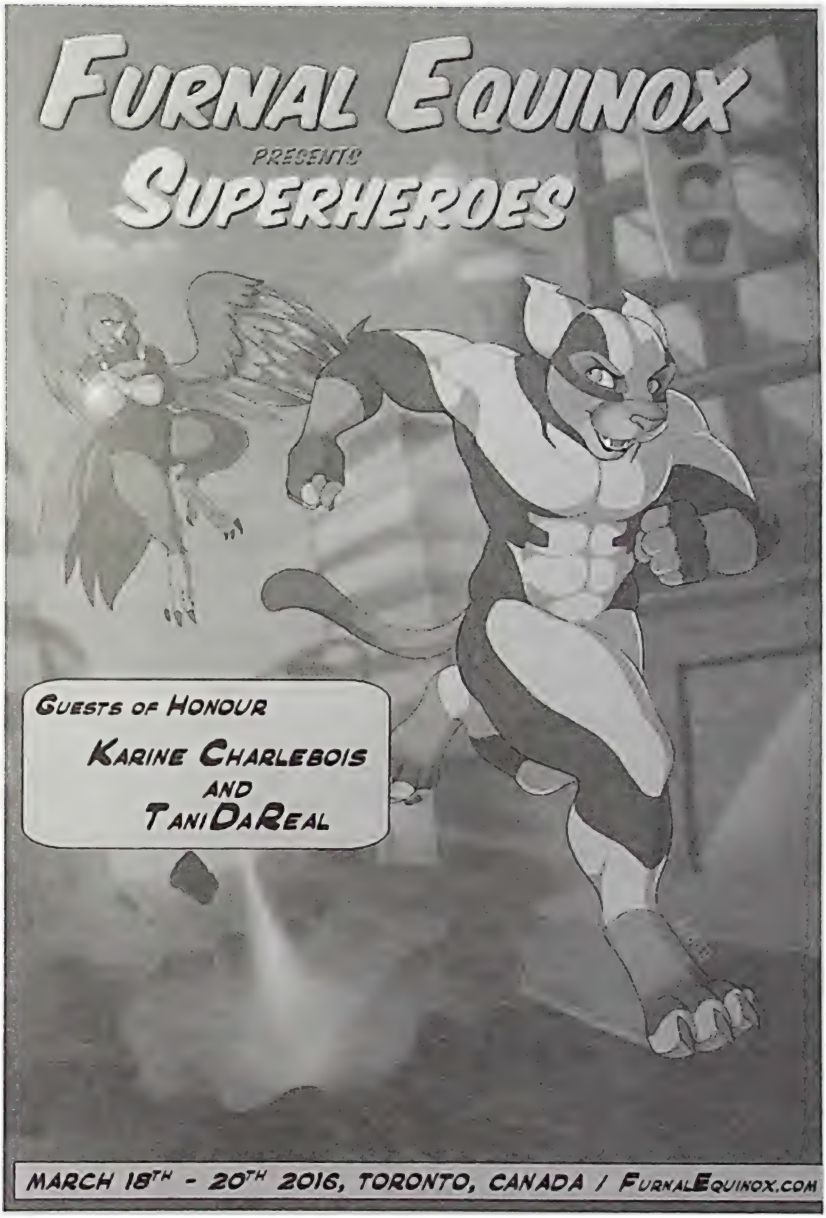
(Upper Campfire) 9:30p

Come sing a long to some of your favourite songs, both old and new, at this camp tradition!

TORRLE'S STARGAZING

North Dock, After Dark

Gaze at the stars with some


FURNAL EQUINOX
PRESENTS
SUPERHEROES
GUESTS OF HONOUR
KARINE CHARLEBOIS
AND
TANIDAREAL
MARCH 18TH - 20TH 2016, TORONTO, CANADA / FURNALEQUINOX.COM

friends! Torrie will lead this excursion to space (weather permitting) on clear nights!!

MOVIES AT TEEPEE HEIGHTS

Teepee Heights 9:30p

It's B-Movie night at Teepee Heights! See the best of the worst as we feature a surprise collection of movies so bad they're good!

GAMES AND CHATTING IN THE MAIN LODGE

Main Lodge all hours

Find gamer extraordinaire, The Insane Foxx, in the Main Lodge if you're lookin' for a game to play! He once again brings his skillz honed at other Canadian cons, especially What the Fur in Montreal, to Algonquin Park!

SATURDAY

POLAR BEAR SWIM

North Swim Dock 7:00a

Saturday night still lingering? Crono will wake you up...BY MAKING YOU JUMP IN THE LAKE!

HALF DAY CANOE TRIP

Meet at Main Lodge 10:00a

If there are enough interested furs, there will be a canoe trip across the lake to visit the wilderness! Sign up sheet will be posted at Main Lodge!

WORKSHOPS AND ACTIVITIES - AM 2

Locations TBA 10:00a

See the workshop schedule for specifics. Activities will be announced at breakfast!

"Roaring Twenty"

Celebrating our 20th Anthrocon

June 30 thru July 3, 2016

David L. Lawrence Convention Center — Pittsburgh, PA

Guests of Honor to be Announced

WWW.ANTHROCON.ORG

WATERMELON FOOTBALL

South Swim Dock 1:00p

Questionably the strangest thing we ask you to do at Feral! Part water polo, part fruit salad, part ridiculous show for onlookers: teams try to move a slippery watermelon to the opposing team's goal. Not to be missed!

WORKSHOPS AND ACTIVITIES - PM 2

Locations TBA 1:00p

See the workshop schedule for specifics. Activities will be announced at breakfast!

PREDATOR VS PREY

Meet at Main Lodge 3:30p

A Feral! and Arowhon Tradition: herbivores chase grass...omnivores chase herbivores...and carnivores chase both! Oh...don't forget the truck, pestilence, fire, special characters made up to suit the theme...and the HUNTER! A campwide game that will bring you closer to nature...literally!

SPONSOR'S EVENT

TeePee Heights 8:30p

Sponsors and Patrons get a special event as a thank you for their help! Hang with the Guest of Honour, sample tasty cheeses, and of course the champagne toast around 9:00!! Don't forget to try some of Papa Goyle's batch of 'Roo Brew,' this year's selection of wine, tasty Italian Sodas and other surprises!

MUSICIAN'S CIRCLE AND OPEN MIC

TeePee Heights 8:30p

The new and improved Musician's Circle and Open

EDGE
CAMP FERAL · PRIDE · 11PM

Mic continues! Enjoy musical performances, both covers and original music! Jump on stage and perform, or suggest songs that you can sing a long to. Bring some drinks and enjoy our Ontario version of a kitchen party!

DJ DANCE

Rustic Lounge 9:30p

The first of two nights of dancing at the Rustic Lounge!

GAMES AND CHATTING IN THE MAIN LODGE

Main Lodge all hours

Find gamer extraordinaire, The Insane Foxx, in the Main Lodge if you're lookin' for a game to play! He once again brings his skillz honed at other Canadian cons, especially What the Fur in Montreal, to Algonquin Park!

SUNDAY

POLAR BEAR SWIM

North Swim Dock 7:00a

Dance keep you up late? No worries...wake up with Crono and the Polar Bear Swim!

LAKE SWIM

S. Swim Dock 10:00a

Watch, or join in, the infamous Lake Swim! Yup, furs swim ACROSS the lake, and swim back too! If you'd like to join in please sign up at Main Lodge. If you'd like to help out as a canoe spotter, let us know as well so we can keep all the swimmers safe!!

WORKSHOPS AND ACTIVITIES - AM 3

Locations TBA 10:00a

See the workshop schedule for specifics. Activities will be announced at breakfast!

STAFF VS. CAMPERS DODGEBALL

Main Lodge Tennis Court 1:00p

Here's your chance to get the staff back for...whatever we did! Pelt us with dodgeballs, though be warned: we return fire!! Campers had a winning streak, then staff had a winning streak. This year decides WHO IS SUPREME!

CAMPWIDE GAME: JASON VS SLENDERMOOSE VS EVERYONE

Meet at Main Lodge 3:30p

CABIN SKITS!!

Rec Hall 7:15p

You've been training for days. Devoting every last moment to honing your craft. And now...at the last minute...you can make it up on the fly and jump on stage!!! The most dreaded...yet probably most memorable...part of Camp Feral! Don't worry...the staff will be doing it first so we look silly before you!

POETRY CORNER

Main Lodge Campfire 8:30p

Bring your favourite poem,

or one you wrote in the workshop! Hear great poems recited and join in the fun. Oh yah...there'll be COFFEE!!

DJ DANCE

Rustic Lounge 9:00p

Dance the night away at the amazing New Theatre, great tunes from some of Feral's most talented DJs! Twist, do the Watusi...whatever gets the jitterbug in you goin!

MOVIES AT TEEPEE HEIGHTS

Tee Pee Heights 10:00p

In 2010, we showed the reboot of Friday the 13th. This year, we show the greatest horror movie sequel known to man... JASON X! Yup, Jason in Space! Expect other special horror flicks to lull you to sleep on your last night at camp!

GAMES AND CHATTING IN THE MAIN LODGE

Main Lodge all hours

Find gamer extraordinaire, The Insane Foxx, in the Main Lodge if you're lookin' for a game to play! He once again brings his skillz honed at other Canadian cons, especially What the Fur in Montreal, to Algonquin Park!

MONDAY

CLOSING CEREMONIES

Main Lodge 8:45a

We bring down the flag, take a group pic of all your new furry friends, then head to cabins to pack up! Remember...take only pictures, and leave only footprints!! ...actually, clean up your footprint too...we love Arowhon, let's keep it pretty!

PACK UP AND CLEAN

Your Cabin 9:30a

You will be given instructions on how to leave your cabin so the fine folks at Arowhon don't have too much to do after we leave! Hint: sweep up, and don't leave anything behind!! (check behind beds... things fall there!)

GROUP PHOTO

Front of Main Lodge 10:00a

Gather together for our group photo! Sign conbooks! Say tearful goodbyes...until next year!

BUS TO TORONTO!

11:00a SHARP!!

The bus leaves for Toronto at 11:00 am sharp. There will be a delicious stop at Webers on the way back for num nums!!

Fangcon presents:
Never, Nevfur Land
"Where you never grow Old"
Knoxville
Tennessee
GoHs
Artist
Tzologeist
Musician
Potoroo
Fursuiter
Jase Husky
Writer
Gre7g
Luterman
Oct.
29th
to
Nov.
2nd
2015
At the Holiday Inn World's Fair Grounds
Fangcon.org
Fangcon.com

SATURDAY DJs

9:30p - Yennix - Drum and Bass

Yennix has been a DJ dabbler for a little more than five years, since he started noodling around on a pair of turntables and some Drum and Bass tunes in a friend's basement. Now a days, he's one of three promoters for the monthly DJ event Howl in Toronto, where he wants to give other DJ's a chance to hit the stage and give everyone in our community a chance to shake their tails. He loves a good DNB set, anywhere between hard hitting slammers to the more ephemeral liquid styles, but typically when doing events he likes to rev it up with some heavy pounding beats!

10:25p - DJ Mixer - Techno/breakbeat/chiptune

At an early age, DJ Mixer had an interest in the underground electronic music scene, and when he spun vinyl for the first time, he never stopped. 20 years later, he is still honing his skill and mixing oldskool techno, hardcore, breakbeat, and chiptune tracks. If you come to one of his sets, you can expect it to be high energy, fun, and you might even hear something you've never heard before!

11:20p - KandiKat - Happy Hardcore

For over 5 years Kandikat has been spinning the best in UK upfront happy hardcore. He has been hosted to play by some of the biggest promoters in the Toronto Rave scene including: Nocturnal Commissions, Hitman Productions, Atomic Soundwave; and is a resident DJ for Mushy tea productions. When it comes to fast upbeat tracks Kandikat has just the right arsenal of music to keep you dancing.

12:15a - raverfox - Hard Dance

The Toronto based DJ raverfox has been mixing Techno and Hard Dance for around 2 years now. He's played events like Furnal Equinox, Howl Toronto and the German convention FurWanted. Still loving every damn moment of it he's looking forward to his second year spinning at camp!

SUNDAY DJs

9:00p - Krunklehorn - Glitch Hop

Something vile returns to strike at Feral for a scary sequel! This creature brings an electronic blend of hip hop, funk, jazz, soul and disco. Hit: teeth, heavy slang, sideways snapbacks, off shoulder tops and pants below the booty. Miss: Sunlight, easy prey, blood.

10:00p - Potoroo - NuDisco+

Potoroo has been a musician and songwriter pretty much all his life. He first DJ'd at Feral in 2004 and has since spun at Furnal Equinox, Condition Furry, What The Fur, Wild Nights and at Abando, the Brazilian camping con! You're all in for a great show!

11:00p - Edge - Trap/Progressive House

Edge has barely been DJing for 2 years but with roughly 6+ years of production and tons of evident effort behind every set, there's a growing expectation for high energy shows that leave attendees sweating and thirsty for more. This is definitely not a set to be missed!

12:00a - Flipp the Bunny - Trap/Dubstep

Flipp the Bunny has been producing electronic music for over two decades and DJing for just about as long. He's played across Canada from Montreal to Saskatoon and has had music released by multiple international labels. This is the first time he's bringing his eclectic style of heavy bass music to Camp Feral. Hope you're ready for it!

Workshops Schedule

	Friday	Saturday	Sunday
A.M. Workshops (10a – 12p)	Basic Drawing	Leather Workshop	Music Workshop
	Poetry I	Ears and Tails II	
	Chainmail	World Building and Setting	Wood Burning
	Podcasting	Commissions: Business in the Fandom	Figure Drawing From Life
P.M. Workshops (1p – 3p)	Setting up for Success	Design Disaster	
	Poetry II	Short Story Workshop	
	Ears and Tails I	Wood Burning	
	Chainmail	Leather Workshop	

Friday

Basic Drawing

Main Lodge
Instructor: Hiker and Torrle

Basic drawing practices and techniques! Hiker has been an artist in the furry community for well over a decade. Learn from one of the best!

Poetry I

In Front of Main Lodge
Instructor: Wotan

An interactive discussion on the basics of poetry, led and moderated by Wotan!

Chainmail

Main Lodge
Instructor: Zabbu

There will be 2 projects to choose from. Either a piece of jewelry (material fee $20) or a piece of armour (material fee $40)

Podcasting, Ep 2

Teepee Heights
Instructors: Levi and Wolfin

How do you get people to find your podcast and make them want to listen? Join Wolfin, Levi, and Potoroo for a discussion on how to attract and keep listeners.

Setting Up for Success
Teepee Heights
Instructor: Eevachu

Bad at self-motivation? Don't know how to get a project started? Join Eevachu as she tells you ways to trick yourself into working harder and developing healthy habits that will make you a more productive artist.

Poetry II
In Front of Main Lodge
Instructor: Wotan

Wotan continues the conversation from the beginners class, stepping into more complicated aspects of poetry.

Ears and Tails
Arts and Crafts Hut
Instructors: Loopy and Edge

In this workshop, we will be teaching you how to make your very own ears and a tail, with step-by-step instructions and hands-on assistance from the instructor. Ever wanted to know how to make them yourself, but felt you just needed someone to show you the basics? It's really not complicated. Anyone can do it, with a little time, and a little help. *Material fee: $15*

Saturday

Leather Working
Main Lodge
Instructor: Zabbu

This year's project is a collar. *Material fee for the workshop is $20.*

Ears and Tails Continued
Arts and Crafts Hut
Instructors: Loopy and Edge

Finishing what you started!

World Building and Setting while Set at the Edge of the World. [Where there's bacon]
Front Porch of Teepee heights
Instructor: Slip Wolf

Get lost in the narrative woods with Slip Wolf as you explore ways to create Worlds, Settings and the ways of life lived within them. There will be rousing discussion and a creative exercise or two so we ask that you bring your creative spark and a pen and paper, laptop, papyri, clay tablet or Vulcan-hammered sheet metal to etch upon.

Commissions: Business in the Fandom
Teepee Heights
Instructor: Kihu

Learn everything about the commission process beyond the artwork! Want to move from making a few bucks off of your hobby to making furry art your full time job? Want to provide better customer

DESIGN DISASTER
HOW TO SURVIVE DESIGN AS AN
ANIMAL PERSON
A CRASH COURSE in the BASICS of DESIGN & TYPOGRAPHY for the ANTHRO ARTIST
CAMP FERAL 2018 · SATURDAY 1 PM · TEEPEE HEIGHTS

service, keep organized, and learn how to promote yourself? Learn the basics of running a small business at this panel! We'll touch on everything from marketing and sales (promoting yourself both online and in-person) to taxes, tabling at conventions, customer service etiquette, and more!

Design Disaster: How To Survive Design As An Animal Person

Teepee Heights
Instructor: Edge

Edge discusses elements of design, his own processes and techniques, and offers tips and answers to design questions" should work for the description.

Short Story Workshop

Front Porch of Teepee Heights
Instructor: Levi

An interactive session where writers will provide feedback on each others' works (submitted beforehand) and, as time permits, discuss mechanics, common writing pitfalls, and what makes a good story in general.

Wood Burning

Arts and Crafts Hut
Instructor: Keagan

Learn to wood burn (Pyrography)... or for most campers burny burnt art fun times! We will be teaching campers how to do basic wood burning designs on cookies... not those kind of cookies... wood cookies :) Bring your imagination and creativity.

Sunday

Music Workshop

Rec Hall
Instructors: Edge and Potoroo

Edge and Roo chat about what goes in to making one of their songs, from inspiration to how they record to how the share it online. Hear some tracks broken down and explained and ask questions.

Figure Drawing from Life

Teepee Heights
Instructor: Kihu

Learn to draw what you see! This workshop will break down the concepts of gesture and line, translating visual perception to 2D artwork, proportion, anatomy, and will touch on the majority of the basics of figure drawing! Please remember to bring large format paper (newsprint or something cheap, lots of big, fast sketches! Don't bring expensive paper) and loose media, such as conte, graphite sticks, or wooden pencils. No mechanical pencils or ink please!

On Clear Nights

Stargazing
on the North Dock
Instructor: Torrie

Considering how incredible the night skies look at Feral!, it's a bit surprising that we haven't had many official panels on the subject. This will be a bit of an experiment, and the workshop takes the form of two parts. One part is an informal stargazing panel (weather permitting), where we'll discuss the basics of recognizing constellations, how the stars and planets move, and sharing our love of (hopefully) how fantastic the night sky looks when you're this far from light pollution.

The other part is a self-guide that's found right here in the conbook. You can use it to see some specifically-timed events in the sky, such as watching the International Space Station (and other bright satellites) fly overhead, and also as a guide for how to spot other interesting things in the night sky.

This panel will be taking place on the camp's north dock. Please be reminded that if you have been consuming alcohol you can not be on any of the docks!

Astronomy: Self-Guided Tour of the Night Sky

At last year's Feral!, we were lucky to have a new moon, making stargazing fantastic for the few moments when the clouds went away. This year, we will have the waxing quarter moon in the evening skies, but hopefully it won't cause too much interference. Even if the Moon is behind trees, it can illuminate any haze in the atmosphere and keep those really dim stars from showing.

On the evening we arrive at Arowhon, the Moon will be slimmest and also set the earliest, at 11pm. On Sunday, it will be larger and won't set until a little after midnight. The show begins just after sunset, which will be approximately 8:10pm, and as always...

... weather permitting! Let's hope for clear skies!

Getting your bearings

New to astronomy? Not sure what to look for? This guide will help you get the basics so that you'll be able to read the chart data included in the later pages. Much is repeated from last year's guide.

The first thing to do is figure out and remember which direction is north. If you're standing in front of the main lodge and looking out over the lake, you're facing east, and north would be to your left. During the night, the stars will appear to rise up from the lake.

Now that you know which way is North, you'll want to find Polaris ("The North Star"). This star is important primarily because it's aligned with the Earth's rotational axis, and never seems to move from that position in the sky. All of the other stars appear to rotate counter-clockwise around it during the night. Since we're geographically located approximately 45° up from the equator, you'll find Polaris about halfway from the horizon to the zenith (astronomical term for "straight up"), when you look north. It'll be the prominently bright one in that location.

If you still have trouble locating Polaris, sometimes it's best to find it by looking for a readily identifiable constellation and then using it as a guide. Constellations will be covered in the next few pages.

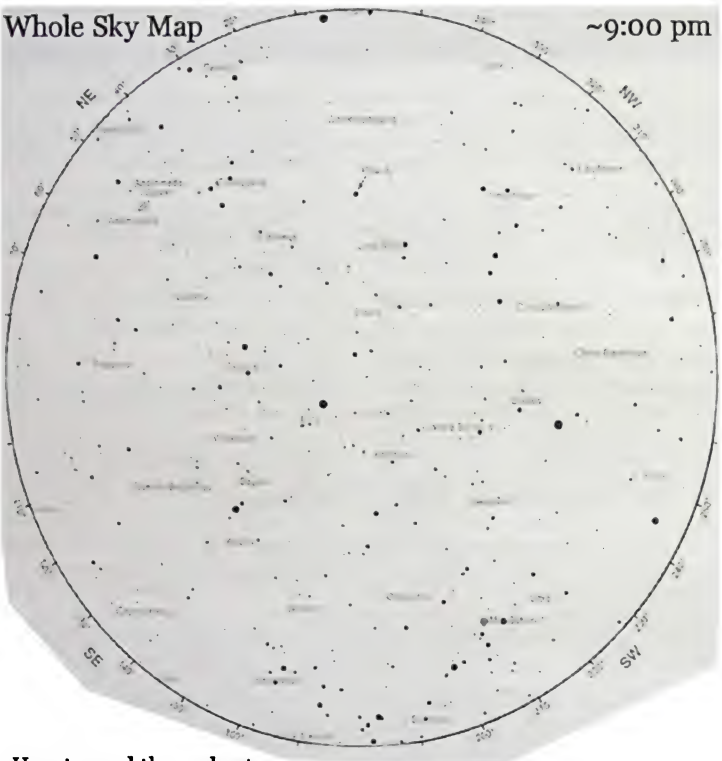
Planets

Much like last year, there aren't many planets readily visible in the night sky. Saturn will be somewhat bright and easy to spot in the southern skies right after sunset, but will be quickly lost to the trees as it aims to set around midnight. On Saturday evening, it will be about 3 degrees to the right of the Moon.

Northern Lights

The "solar maximum" is beginning to wane, although it's been one of the quietest solar cycles in recent history. However, the Sun can be surprisingly active, even at the low part of the cycle, and there's always a chance for geomagnetic activity on any given night. We've never seen the northern lights at Feral, but they are definitely possible!

Unfortunately, as this guide was written at the end of July, it's too early to know what our actual chances will be like, but Torrie will have an update at camp. Ask him!



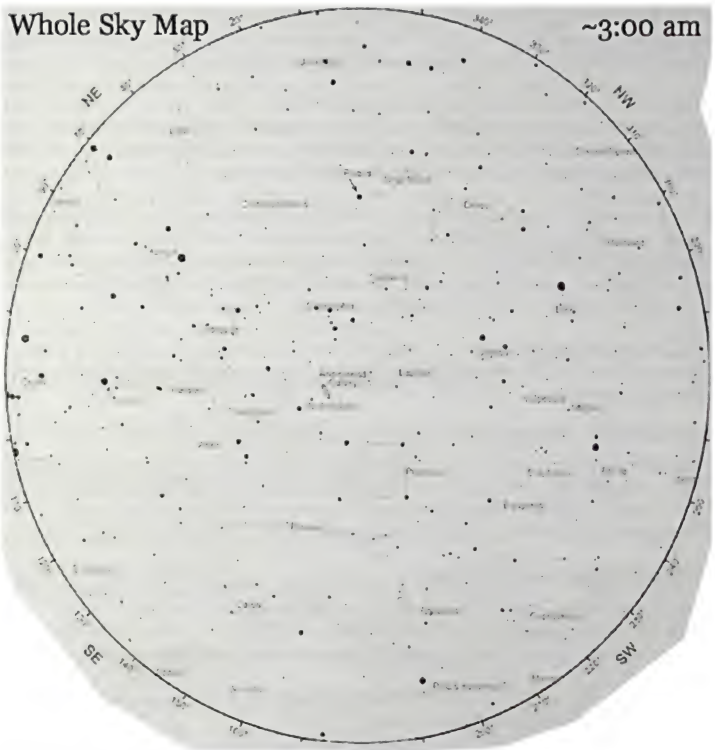
How to read these charts:

North is up. East and west are not the "wrong way around." Raise this map up above your head while facing south. The compass directions will match up with the proper directions. You probably also have something similar as an app on your smartphone, but this is handy to have in case you don't feel like keeping your phone on you at camp.

Constellations

There are three constellations that are immediately recognizable if you've done any sort of stargazing before, but probably the most famous one is The Big Dipper (or Ursa Major, aka "The Great Bear"). It may be tricky to locate the big dipper at Feral! because it will be in the west. Look just above the trees toward Tepee Heights and it should be easy to spot, although it will descend toward the horizon as the night goes on. The constellation represents a big bear that has a really long tail for some reason, which only shows that if you spend a lot of time looking at stars, you might forget what bears look like. Don't forget what bears look like.

Use the diagrams on these pages to be able to quickly find or identify constellations.



Other constellations you might easily recognize:
Cassiopeia (aka, "The W", "The 3"): Totally unmistakable. Easy to identify by name alone. Spot across the lake after sunset, or directly overhead late at night.
Pegasus (aka, "The big diamond, or something"): Similar sighting as Cassiopeia, just slightly further south.
Cygnus (aka "These stars align like a graph"): Becomes visible overhead just after sunset, then moves west. This is the constellation that the famous Kepler Space Telescope looked at, where they discovered many Earth-like exoplanets.
Pleiades star cluster: Not actually a constellation, but it's that unmistakable tiny blob of bright stars. Rises around midnight in the northeast.
Orion: Those 3 stars in a line are just the character's belt. Will rise over the lake after 3am.

Not so apparent constellations:
Draco (aka, "Where?"): A large constellation that no one recognizes because it's big and sparse.
Camelopardalis (aka, "The void that stares back at you, watching, watching, watching"): Watching, watching, watching, watching, watching, watching, watching. Actually, it's a giraffe.

Galaxies: The Milky Way and Andromeda

One of the most pleasing things about stargazing at Feral! is how easy the Milky Way galaxy is to spot, standing out from the rest of the dark sky. You can thank being far away from any neighboring cities for that, as the only light pollution will be from the Moon.

Appearing as a complete band all the way around the Earth, what you are seeing are all the spiraling arms of our galaxy viewed edge-on. The best views of the Milky Way galaxy are where you can see the core, primarily in the southern hemisphere, but on a dark summer evening you'll be able to spot it from here near the southern horizon in Sagittarius.

Every single star that you can see with your unaided eyes is a member of the Milky Way galaxy, but it is also possible to see other galaxies if you know where to look. The Andromeda galaxy is perhaps the most famous one, and is the only one that we'll be able to see from our location. Unlike a star, the Andromeda galaxy doesn't appear as a single point of light, but rather a large 'smudge' of light that is so faint that it's often hard to know if you're seeing it at all.

Check out the star charts and look for Andromeda (between Cassiopeia and Pegasus). If you spot it, keep in mind that it is THE FURTHEST THING that you can see with your unaided eye -- over 2.5 million light-years away!

Meteor Shower: Perseids

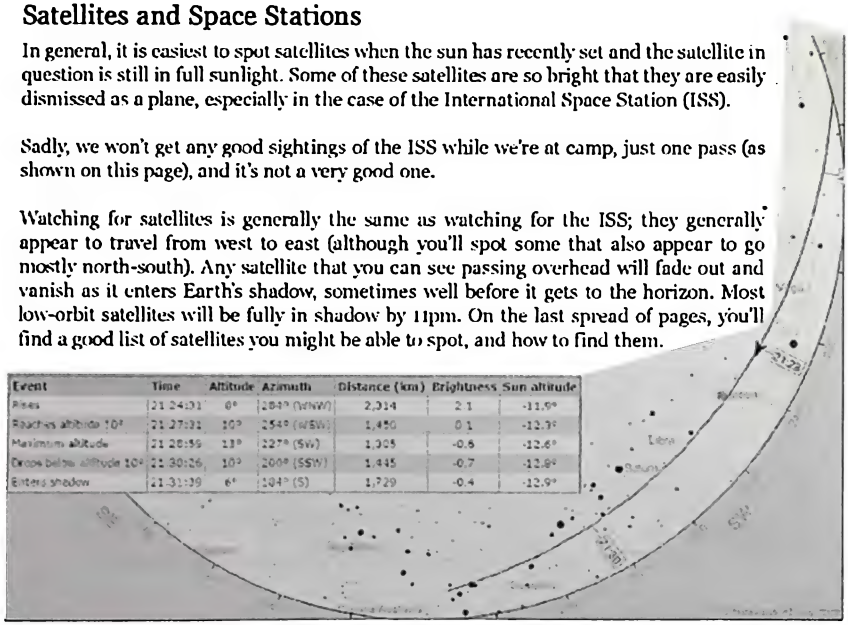
Every year, the Perseid meteor shower is active between mid-July and late August. This year, it will peak on August 11th, and end on the 24th, so although it'll be toward the end of the show while we're here at camp, it'll still be something to keep your eyes open for. Look toward Perseus (near Cassiopeia in the northeast) for a chance to see them.

Satellites and Space Stations

In general, it is easiest to spot satellites when the sun has recently set and the satellite in question is still in full sunlight. Some of these satellites are so bright that they are easily dismissed as a plane, especially in the case of the International Space Station (ISS).

Sadly, we won't get any good sightings of the ISS while we're at camp, just one pass (as shown on this page), and it's not a very good one.

Watching for satellites is generally the same as watching for the ISS; they generally appear to travel from west to east (although you'll spot some that also appear to go mostly north-south). Any satellite that you can see passing overhead will fade out and vanish as it enters Earth's shadow, sometimes well before it gets to the horizon. Most low-orbit satellites will be fully in shadow by 11pm. On the last spread of pages, you'll find a good list of satellites you might be able to spot, and how to find them.



Event	Time	Altitude	Azimuth	Distance (km)	Brightness	Sun altitude
Rises	21:24:31	0°	284° (WNW)	2,314	2.1	-11.9°
Reaches altitude 10°	21:27:31	10°	254° (WSW)	1,450	0.1	-12.3°
Maximum altitude	21:28:56	13°	227° (SW)	1,305	-0.6	-12.6°
Drops below altitude 10°	21:30:26	10°	200° (SSW)	1,445	-0.7	-12.8°
Enters shadow	21:31:39	6°	184° (S)	1,729	-0.4	-12.9°

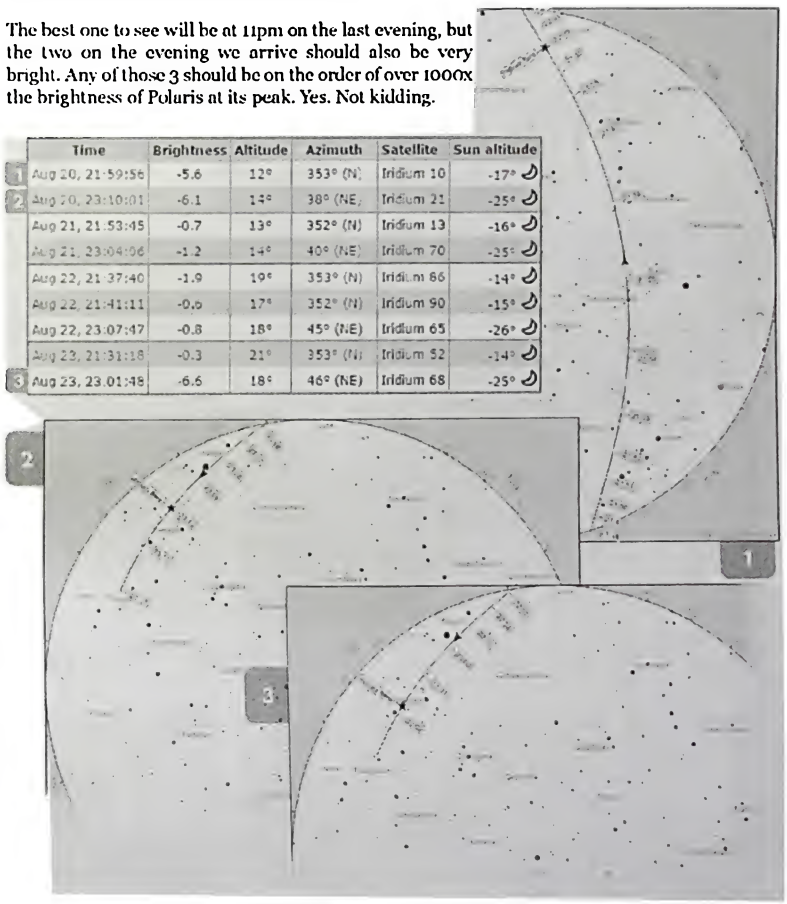
Iridium Flare Predictions

Watching for Iridium flares differs from watching for regular satellites in that they are generally too small to be seen, even when fully lit up by the sun. They can, however, get ridiculously bright when the sun reflects off of one of their huge, mirror-like antennae. They can actually become the brightest things in the sky (except the sun and moon), but are only visible for a few seconds!

Typically, Iridium flares appear a few hours after sunset or a few hours before sunrise, while the satellite is high enough to still be sunlit. Unlike last year, a few very bright ones should be visible this time around, and all without staying up too terribly late. The selection visible during our time at Arowhon are generally low to the horizon an all toward the north. You might only be able to get a glimpse of these if you're at the north dock.

The best one to see will be at 11pm on the last evening, but the two on the evening we arrive should also be very bright. Any of those 3 should be on the order of over 1000x the brightness of Polaris at its peak. Yes. Not kidding.

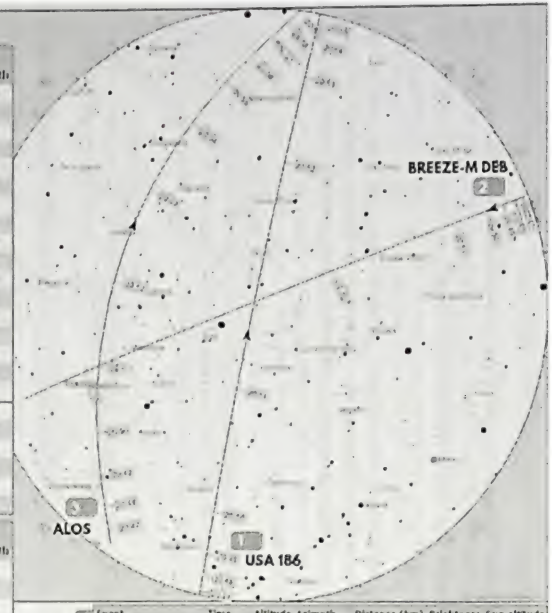
	Time	Brightness	Altitude	Azimuth	Satellite	Sun altitude
1	Aug 20, 21:59:56	-5.6	12°	353° (N)	Iridium 10	-17°
2	Aug 20, 23:10:01	-6.1	14°	38° (NE)	Iridium 21	-25°
	Aug 21, 21:53:45	-0.7	13°	352° (N)	Iridium 13	-16°
	Aug 21, 23:04:06	-1.2	14°	40° (NE)	Iridium 70	-25°
	Aug 22, 21:37:40	-1.9	19°	353° (N)	Iridium 86	-14°
	Aug 22, 21:41:11	-0.6	17°	352° (N)	Iridium 90	-15°
	Aug 22, 23:07:47	-0.8	18°	45° (NE)	Iridium 65	-26°
	Aug 23, 21:31:18	-0.3	21°	353° (N)	Iridium 52	-14°
3	Aug 23, 23:01:48	-6.6	18°	46° (NE)	Iridium 68	-25°



Visible Satellite Pass Details

Satellite Aug 20-21	Brightness (mag)	Start Time	Start Altitude	Start Azimuth	Highest point Time	Highest point Altitude	Highest point Azimuth	End Time	End Altitude	End Azimuth
1 USA 186	1.2	20:40:41	10°	SSE	20:51:09	69°	E	20:59:54	10°	WNW
2 BREEZE-M DEB (TANK)	1.0	20:40:22	10°	WNW	20:47:25	85°	NNE	20:53:59	11°	ESE
3 ALOS	2.7	20:47:51	10°	SE	20:57:15	43°	ENE	21:06:49	10°	N
Cosmos 1633	2.0	21:10:41	10°	S	21:21:34	56°	E	21:31:51	10°	NNE
Cosmos 2082 Rocket	2.4	21:09:09	10°	NNW	21:15:09	76°	WSW	21:29:43	10°	SSE
Lacrosse 4 Rocket	2.7	21:19:43	10°	SW	21:20:53	73°	WNW	21:24:12	10°	NNE
Cosmos 1933 Rocket	2.7	21:19:13	10°	NW	21:20:53	61°	ENE	21:26:09	12°	SSE
CZ-4C R/B	2.3	21:10:26	10°	WSW	21:23:42	54°	ESE	21:29:34	10°	NE
ISS	-0.7	21:27:30	10°	WSW	21:29:01	13°	SW	21:30:27	10°	SSW
Cosmos 389 Rocket	2.4	21:40:24	10°	NW	21:40:30	87°	W	21:40:21	10°	S
Envisat	3.0	21:10:16	27°	SSE	22:12:26	66°	WSW	22:16:16	10°	NNW
USA 245	2.9	22:20:26	57°	NNE	22:20:26	57°	NNE	22:23:07	10°	N
H-2A R/B	2.9	22:29:45	35°	E	22:30:30	35°	ENE	22:34:55	10°	N
Terra	1.9	22:52:37	53°	E	22:52:52	60°	ENE	22:57:35	10°	N
COSMOS 2455	2.7	21:01:35	10°	NNW	23:09:40	80°	WSW	23:10:30	65°	SSE
Cosmos 2360 Rocket	2.5	23:20:21	34°	SW	23:21:40	64°	WNW	23:23:40	10°	NNW
Cosmos 1942 Rocket	3.0	23:37:52	26°	ENE	23:37:52	39°	ENE	23:41:04	10°	NE
Cosmos 2227 Rocket	2.9	00:32:48	10°	NNW	00:37:15	49°	NE	00:37:45	49°	NE
ATLAS 2AS CENTAUR R/B	2.6	01:25:59	84°	WSW	01:25:27	89°	NW	01:33:41	10°	NE
CZ-2C R/B	2.9	02:13:07	10°	NNE	02:16:00	67°	NE	02:16:00	67°	NE
Cosmos 1407 Rocket	3.0	02:05:09	61°	ENE	02:27:56	61°	ENE	02:27:56	10°	NNE
Cosmos 2322 Rocket	2.8	03:03:15	44°	SE	03:03:16	45°	ESE	03:09:13	10°	NE
Cosmos 1900 Rocket	2.1	03:16:29	65°	W	03:16:41	66°	WNW	03:22:27	10°	NNE

Satellite Aug 21-22	Brightness (mag)	Start Time	Start Altitude	Start Azimuth	Highest point Time	Highest point Altitude	Highest point Azimuth	End Time	End Altitude	End Azimuth
Cosmos 921 Rocket	3.0	20:40:57	10°	NNW	20:45:07	65°	ENE	20:49:10	10°	SSE
Cosmos 2082 Rocket	2.3	20:54:54	10°	NNW	21:00:55	81°	WSW	21:00:15	10°	SSE
Cosmos 1933 Rocket	2.7	20:58:35	10°	NNW	21:04:15	76°	ENE	21:09:53	10°	SSE
USA 186	2.4	21:06:04	10°	S	21:09:35	43°	W	21:11:02	10°	NW
Cosmos 389 Rocket	2.7	21:19:53	10°	N	21:17:25	53°	ENE	21:20:20	14°	SSE
Lacrosse 4 Rocket	2.6	21:21:53	10°	SW	21:25:56	46°	NW	21:30:07	10°	NNE
4 ALOS	2.7	21:25:27	10°	SSE	21:30:05	82°	WSW	21:34:50	10°	NW
CZ-4C R/B	2.5	21:51:41	10°	SW	21:57:11	74°	NW	22:03:21	10°	NE
YAOGAN-9	2.9	22:49:50	67°	NW	22:49:50	67°	NW	22:53:17	10°	NNW
Cosmos 2359 Rocket	2.5	23:09:00	24°	SW	23:12:20	67°	WNW	23:16:12	10°	NNE
COSMOS 2455	2.9	23:07:43	10°	NW	23:13:44	68°	WSW	23:14:26	60°	SSW
Terra	2.4	23:47:56	90°	W	23:47:56	52°	W	23:50:19	10°	NNW
H-2A R/B	2.2	23:39:29	65°	WNW	23:39:29	65°	WNW	23:44:00	10°	NNW
Cosmos 2227 Rocket	2.9	00:17:56	10°	NNW	00:22:54	47°	NE	00:22:54	47°	NE
ATLAS 3B R/B	2.8	00:55:54	10°	NW	01:02:29	69°	WNW	01:02:29	69°	WNW
Cosmos 2322 Rocket	2.9	02:48:49	43°	ESE	02:48:50	43°	ESE	02:54:14	10°	NE
Cosmos 1900 Rocket	2.2	03:01:17	73°	NW	03:01:17	73°	NW	03:06:49	10°	NNE



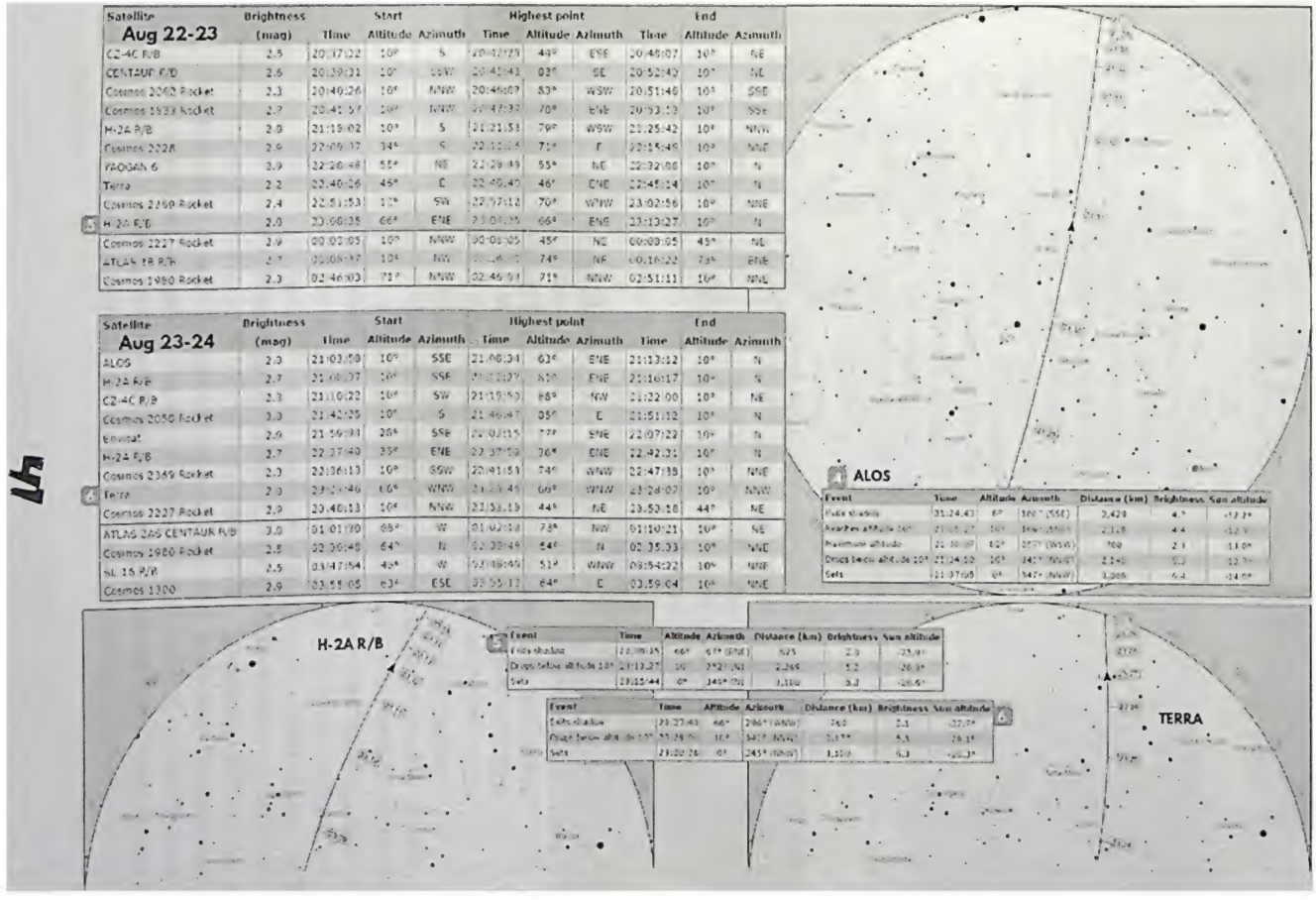
1 Event	Time	Altitude	Azimuth	Distance (km)	Brightness	Sun altitude
Rises	20:45:46	0°	156° (SSE)	2,601	4.9	-6.1°
Reaches altitude 10°	20:48:41	10°	136° (SSE)	1,249	3.0	-7.1°
Maximum altitude	20:51:20	88°	65° (E)	924	1.3	-8.0°
Drops below altitude 10°	20:53:59	10°	149° (SSE)	1,265	4.6	-7.7°
Sets	20:55:43	0°	169° (S)	2,016	5.6	-7.5°

2 Event	Time	Altitude	Azimuth	Distance (km)	Brightness	Sun altitude
Rises	20:45:17	0°	291° (WNW)	2,462	5.2	-5.9°
Reaches altitude 10°	20:48:13	10°	293° (WNW)	1,449	4.6	-6.9°
Maximum altitude	20:52:19	88°	289° (WNW)	204	1.0	-8.0°
Drops below altitude 10°	20:56:25	10°	111° (ESE)	642	3.6	-7.2°

3 Event	Time	Altitude	Azimuth	Distance (km)	Brightness	Sun altitude
Sets station	20:46:14	0°	144° (SE)	2,760	4.9	-6.0°
Reaches altitude 10°	20:47:43	10°	142° (SE)	2,326	4.3	-6.2°
Maximum altitude	20:52:19	43°	70° (ENE)	910	2.2	-8.0°
Drops below altitude 10°	20:56:56	10°	359° (N)	2,145	5.2	-7.6°
Sets	20:59:02	0°	359° (N)	3,066	6.1	-8.0°

Satellite Aug 22-23	Brightness (mag)	Start Time	Start Altitude	Start Azimuth	Highest point Time	Highest point Altitude	Highest point Azimuth	End Time	End Altitude	End Azimuth
CZ-4C R/B	2.5	20:37:02	10°	S	20:40:25	44°	ESE	20:46:07	10°	NE
CENTAUR R/B	2.6	20:39:21	10°	SSW	20:42:43	82°	SE	20:52:40	10°	NE
Cosmos 2042 Rocket	2.3	20:40:26	10°	NNW	20:46:07	83°	WSW	20:51:40	10°	SSE
Cosmos 1939 Rocket	2.7	20:41:57	10°	NNW	20:47:37	70°	ENE	20:53:13	10°	SSE
H-2A R/B	2.8	21:19:02	10°	S	21:21:53	79°	WSW	21:25:42	10°	NNW
Cosmos 2028	2.6	22:09:37	34°	S	22:11:14	71°	E	22:15:48	10°	NNE
PROGAN 6	2.9	22:26:48	55°	NE	22:29:49	55°	NE	22:32:08	10°	N
Terra	2.2	22:40:26	46°	E	22:40:40	46°	ENE	22:45:14	10°	N
Cosmos 2269 Rocket	2.4	22:51:53	17°	SW	22:57:12	70°	WNW	23:02:56	10°	NNE
H-2A R/B	2.0	23:08:35	66°	ENE	23:08:35	66°	ENE	23:13:27	10°	N
Cosmos 2227 Rocket	2.9	00:03:05	10°	NNW	00:08:05	45°	NE	00:08:05	45°	NE
ATLAS 1R R/B	2.7	00:06:37	10°	NW	00:16:22	74°	NE	00:16:22	73°	ENE
Cosmos 1980 Rocket	2.3	02:46:03	73°	NNW	02:46:03	71°	NNW	02:51:11	10°	NNE

Satellite Aug 23-24	Brightness (mag)	Start Time	Start Altitude	Start Azimuth	Highest point Time	Highest point Altitude	Highest point Azimuth	End Time	End Altitude	End Azimuth
ALOS	2.0	21:03:50	10°	SSE	21:06:34	63°	ENE	21:13:12	10°	N
H-2A R/B	2.7	21:06:37	10°	SSE	21:13:27	61°	ENE	21:16:17	10°	N
CZ-4C R/B	2.3	21:10:22	10°	SW	21:15:50	88°	NW	21:22:00	10°	NE
Cosmos 2050 Rocket	3.0	21:42:25	10°	S	21:46:47	05°	E	21:51:32	10°	N
Envisat	2.6	21:56:01	26°	SSE	22:03:15	72°	ENE	22:07:22	10°	N
H-2A R/B	2.7	22:37:40	35°	ENE	22:37:59	76°	ENE	22:42:31	10°	N
Cosmos 2369 Rocket	2.3	23:06:13	10°	SSW	23:41:51	74°	WNW	23:47:39	10°	NNE
Terra	2.9	23:21:46	10°	WNW	23:21:46	69°	WNW	23:26:07	10°	NNW
Cosmos 2227 Rocket	2.9	23:48:13	10°	NNW	23:53:19	44°	NE	23:53:18	44°	NE
ATLAS 2AS CENTAUR R/B	3.0	01:01:30	69°	W	01:02:58	73°	NW	01:10:21	10°	NE
Cosmos 1980 Rocket	2.5	02:30:48	64°	N	02:30:48	64°	N	02:35:33	10°	NNE
SL 16 R/B	2.5	03:47:54	48°	W	03:48:45	51°	WNW	03:54:22	10°	NNE
Cosmos 1300	2.9	03:55:05	63°	ESE	03:55:12	64°	E	03:59:04	10°	NNE



Workshop Instructors

Edge is an illustrator, designer, typography snob, musician, producer, DJ, fursuit maker, pizza enthusiast and most recently, fursuit maker currently living in Orlando, Florida. He has been active in the fandom since early 2008 and is somewhat of jack of all trades, taking interest both in music and visual arts as well as aromatherapy and other eclectic nonsense. He also gets really excited about, anime, cowboys, found footage horror movies and pasta. At heart, he's essentially a huge nerd. Which is how we like 'em at Feral!

An evil creature born of bloodshed and bad puns, Eevachu was raised by wild Torontonian raccoons in the suburban jungle bordering Pacific Mall. She learned how to draw through diligent hard work, ancient Chinese magic and human sacrifice. While on a magical quest for enlightenment and treasure, she stumbled into a bunch of narcissistic anthropomorphic animals who demanded portraiture in exchange for doubloons and she was happy to oblige. She is still trying to find someone willing to exchange enlightenment for art. She is said to also be known as Squiggalaimon, but this is actually the name of her dæmon who on occasion takes possession of her body to draw horrible naughty things.

At one point, she managed to infiltrate animation school where she made a couple short films and also got a degree in cartoons. She somehow ended up as Guest of Honour at Condition: Wasteland, where she spread art, the plague and heroic tales of Jumbo the elephant. She can be regularly spotted at a lot of conventions drawing furiously and screeching like a pterodactyl. She currently works turning 2D films into the 3D versions you have to pay $3 extra for, trying not to violate her NDA.

Hiker Woyote: A species unto himself. His origins lie in Prince Edward Island, Canada's smallest province and largest open-air rural theme park. Disillusioned with his career as the left arm of ANNETRON, the Island's giant red-headed robotic defender, he moved to Toronto in 1998. He lives there still, happy and content, and only occasionally has nightmares about giant rubber-suited potatoes with laser eyes.

Keagan is a billionaire playboy bunny and painter of several well known art pieces including, a collection of apocalyptic Dora The Explorer portraits, as well as the forthcoming wood burning piece "Burning Desire", which he insists is "sure to be HOT". Keagan has won numerous awards for his work, including several not created and awarded by his mother, and many of his works have skyrocketed to double-digit sales. He lives in a trash bin down by the river when not living elsewhere, and enjoys long walks on the beach and extreme ironing.

Kihu is a music producer, DJ, and graphic artist from Los Angeles. His history ranges from his first independent physical release, a post-hardcore and electronica EP at age 17, to signing individual electronic tracks and EPs to labels in the Netherlands, Germany, and the 'states, such as Madrugada, Moomba+, and Plasmapool. He is also an accomplished furry artist, former Feral! Guest of Honor, and all-over weasel!

Levi is a coyote and hobbyist writer, and he served on senior staff of his university's literary magazine for several years. He's currently co-host of the WagzTail podcast as well as its primary editor. In his spare time, he enjoys playing with his dog and being outside.

Loopy (aka LoopyWolf) has been in the furry fandom just for ever. He's perhaps best known for his eclped earn him a "Master Costumer" title at WorldCon for his creation of "Mighty Wing Lung Puff" -- a 24' fire-breathing dragon. Nowadays, he turns these same skills towards making ears and tails, plushies and jewelry. Loopy is also a furry artist, seen on FurAffinity and Weasyl. He publishes various webcomics, such as *Were I Wolf*, and *Macro & Vore*. He's a semi-professional artist working part time in multimedia, and part time doing commissions for folks in all kinds of media, and always learning more. He also loves board games, and has designed and made a couple. He hails from Montreal, Quebec where he is the founder of the local fur group, MonFur. He adores games, monsters, vintage cartoons, and crappy sci-fi.

Slip Wolf has been lost in the woods of furry for more than three years, using narrative wits to avoid the redneck zombie hounds that plague his imagination. Along the way, his creative caches of food, ammo and flashlights with failing batteries have turned up at SofaWolf Press lodge, Furplanet chow-hall and in the depths of Rabbit Valley...valley. So far, he has managed to stay sane through his scribblings, though the evil that stalks him has managed to infect all who stop to read his bios.

Despite being an oldskooler, **Torrle** is still a big kid at heart. Been furry since the 90s, he draws lots (but posts nothing), makes the occasional fursuit, and is always looking to make new friends and try new things. He was a Feral! staffer in the early years, and this year he'll be teaching the basic art panel with Hiker as well as running a casual stargazing panel in the late night. He is a Renaissance were-woyote: self-taught artist, improv actor, video director, and social animal. This year, Hiker is helping to teach the Art Workshop. With 15 years of drawing experience, he hopes to give his students a quick foundation in the fundamentals of drawing and a stack of photocopied notes. His non-furry hobbies include video games, action figures, giant robots, cartoons, and other things that he considers 'cool.' His inner 12-year-old is extremely talkative and should only be approached with extreme caution.

Wolfin is a wolf/dolphin hybrid and verbose co-host of the WagzTail podcast. He's also published dozens of magazine articles and co-authored a book. He's overtly fond of the colour orange.

Wotan, who writes poetry and fiction under the pen name of Trevor Patrick, has been involved with the fandom since mid-1997, when he was working an eight year stint as a zookeeper, his introduction to the fandom coming from a fellow keeper. In his ordinary, day to day life outside of his writing endeavours, Wotan has pursued a career in biological sciences, specifically conservation biology, earning an honours B.Sc. at the University of Guelph in 2002, followed by B.A. in Bio-Ethics in 2003, and a M.Sc. in 2007, also at the University of Guelph. Wotan has been attending Feral since 2000, never having missed a year thus far, and has been teaching the poetry workshops since 2003, as well as hosting the Poetry Corner readings. In addition to his poetry projects, Wotan is currently working on numerous short stories and several novel-length projects, as well as creating the Media-Wiki project, and writing supplemental short stories and other material for Mulefoot's online comic "SLOP" (http://www.rustedtusks.com)

Zabbu is good Lemur. Always helps. Slow moving at most times Lemurs move at suprising speed when in proximity of dragons. Lemur is also good at making chainmail and stole all of Yennix Kitty's leatherworking tools while Kitty napped on his favourite purple . . . Pillow. Therefore Zabbu will be running leatherworking. There may be sequins.

GLASS

By Slip Wolf

It's dark where we are and I have it trapped. My skin sings with the sweat on it as I gaze into the beast's eyes, glints of menace over a muzzle curling back from razors teeth. The wolf doesn't hammer at the glass wall of its prison. It merely stares daggers at me. I don't know whether it's given up or biding its time, ignorant of the finality of this moment.

"I have you, son of a bitch," I spit at it. "Your reign of terror is now and forever at an end."

"Nope." It shakes its shaggy head. "I've just begun."

I bare my flat teeth back at the bastard, leaning forward until my nose nearly touches the prison's skin. "You've killed your last camper you spawn from hell. I've seen what you did to the hikers on that trail. I followed your leavings back to the boys in the shower. I even found the remains you left under the dock where the kids swim every day. Your evil has permeated every fiber of this place for too long, preying on the weak, the drunk, the ignorant-"

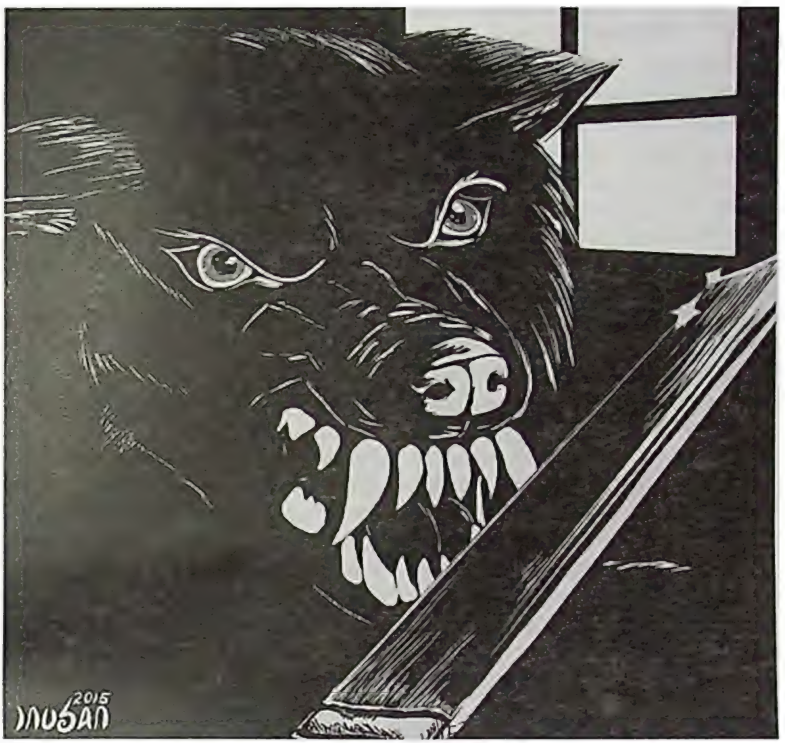
"Don't forget the lechery," the creature adds proudly, the fur rising and falling on its naked chest. Its breath fogs the unbreakable barrier. "The lust of these debauched souls...It draws me back time and time again. I love that more than anything." It purses its lips in the start of a howl and its dark nose twitches as though blood is in the air once again.

I batter furiously at the wall next to the glass barrier between us. The creature starts, ears dropping low, lips pulling back in a gowl. "Never again!" I shout triumphantly. I finally had a prison it would never escape, painstakingly crafted by my own hand. "It's taken years, but the world is free of you at last."

The wolf's laughter freezes my blood as it shakes its great head. "Would it surprise you to know that I've heard those words before? Not from you of course, but always the promise that my fun in this camp is over. And always wrong." It sniffs. "So, tell me, how did you build this prison exactly?"

I scoff. Of course the creature thinks I'm a fool. "Like I'm going to give you a hope in hell of figuring out how to escape."

The creature shrugs, muscles rippling under its pelt. "But of course you won't. You've worked so hard to put me 'here'. Answer me this then, whose stomach is growling right this moment?"



The low rumble of hunger erupts deep inside me, but I push it down, mercilessly. More tricks. More distractions. The creature's options have run out and all it has left are meaningless diversions. This prison will hold it. I know it will. It has to.

But I have to understand. "You're a monster without even a soul. How the hell do you know what I'm feeling?"

I raise my hand to rap insistently on the hot fogged glass and the wolf raises its paw with me, mocking me through mimicry. Its paw is bare but for its claws. The razor, as it turns out, is in my hand.

"Just shut up," it chuckles. "And keep shaving."

CRYPTOZOOLOGY: ANTHROS IN MODERN MYTH

This short non-fiction article is being expanded and adapted to script for Arrkay's YouTube channel "Culturally F'd", check it out and subscribe!

THE WOODS are an omnipresent mystery to us. We are so adjusted to glowing screens at work, at home and in our pocket that the natural light of the moon reflecting off a lake in Algonquin is more strange than natural. How can we trust our own eyes in a different environment so removed from civilization. Even before artificial lighting, the darkness beyond the safety of the fire was wrapped in mystery which turned to superstition. At camp, many people see things they aren't used to. Strange lights in the sky or a rustling in the bushes is all it takes to get the imagination running and the heart pumping. Is it the wind? Or is it an otherworldly predator?

Most of our stories dwell on the past. The things people have done, people have said or witnessed, then passed down through generations by word of mouth. Through this cross generational game of telephone we get these stories twisted into myths and legends that persist to this day. Cryptozoology is the pseudo-scientific study of modern mythical animals. This scientific-sounding name is based in no real science, but is an umbrella term for the word of mouth and anecdotal stories to come under, giving a category for the Fox Mulder's of the world.

The quintessential cryptid that everyone is familiar with is the big fluffy, furry Bigfoot or Sasquatch in North America, Yeti in Nepal, Almas in Mongolia, De Loys Ape in South Africa, Amomongo in the Philippines, Barmanou in Pakistan, Batutut in Vietnam, Chuchunya in Siberia, Am Fear Liath Mor in Scotland, Hibagon in Japan, and Yowie in Australia. These all share common story elements. A great, very tall, hairy ape-like being seen in forested regions. Sometimes described as having soul piercing eyes or a bone-shaking, haunting howl.

When homo-sapiens stumbled out of Africa into the unknown, it was not into an uninhabited world. Neanderthals had occupied europe and asia for almost 100,000 years quite successfully. Even they

weren't the only hominids to precursor the world. Is it possible that oral traditions have carried the impression of an "other" hominid in the forest? Something that shies away from humans, leaving behind only footprints and an eerie feeling of being watched, becoming fewer in number and more rare to see. Probably not, but it's fun to consider.

There is something even more far fetched in human cultures that is nearly as ubiquitous as the large, hairy ape-man. Some conspiracy theorists go as far as to insist that they live among us, even in our dense urban centres. Embedded into society as rumours, disguised as humans we know and trust, as neighbours and even as leaders. They speculate they are invading aliens or perhaps an ancient shapeshifting race surviving underground. All around around the world there are stories of the Lizard People.

Queue theremin music.
Reptilian infiltrators is a very new conspiracy. Based in the popularization of UFO abductions after 1947 and may have roots in pulp science fiction from even earlier, including Weird Tales magazine and H.P. Lovecraft stories. Lizard beings have a surprising amount of sightings from around the world, and sometimes are found embedded into the ancient myth of cultures.

Loveland, Ohio, there are stories of frog-men that cycle through passed down stories, the most recent sightings in '55 and '72 though the stories may go back generations. Lee County, S. Carolina 1988, a resident was attacked while changing his tire by a 7 foot tall being with lizard features, later called the Lizard Man of Scape Ore Swamp. Similar sightings have been reported regularly ever since.

1972 two teens claimed to have witnessed a lizard man emerging from Thetis Lake in Victoria, BC, stating its resemblance to the "Creature from the Black Lagoon".

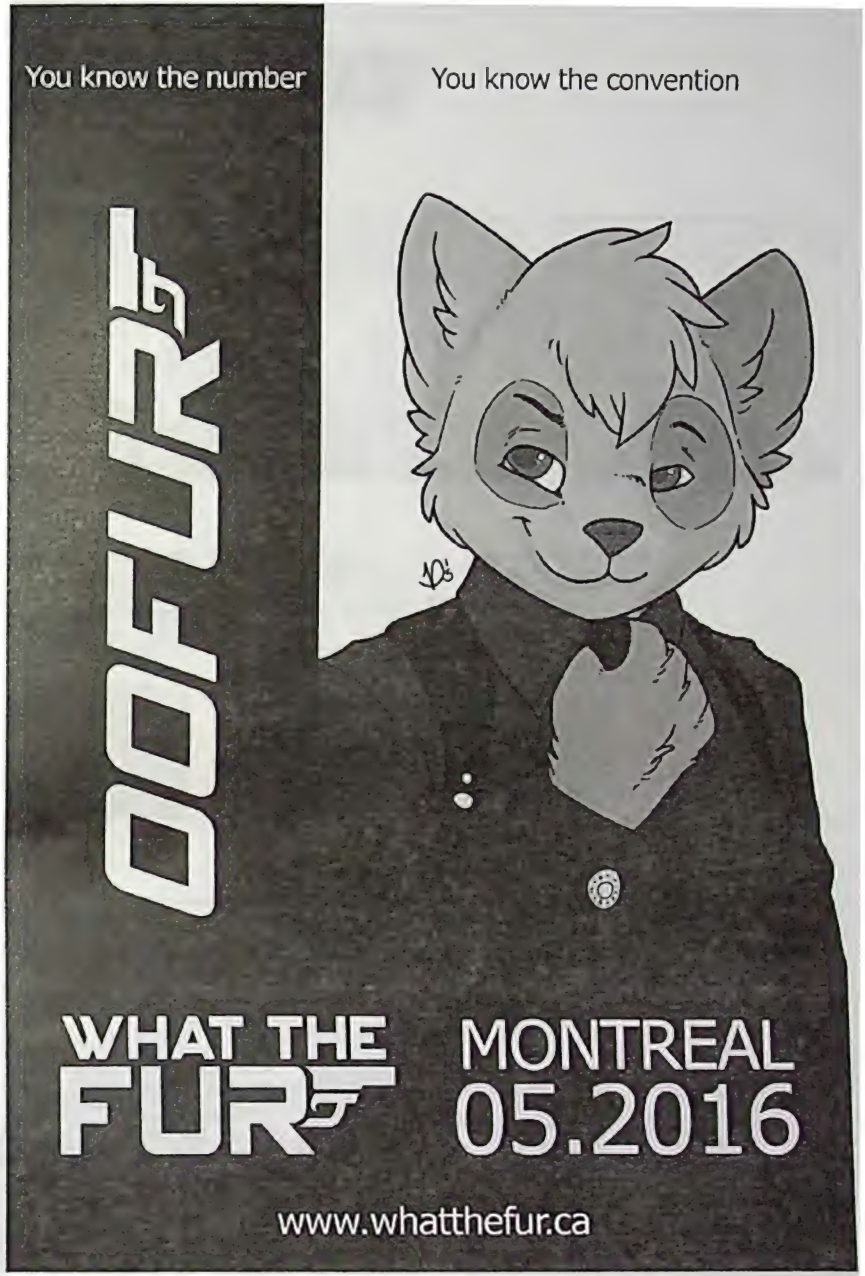
In japanese folklore, the Kappa is a bipedal river dwelling

reptile, known for drowning children and animals with their great strength. The Kappa is treated as a mischievous trickster spirit. Also in Japan, there is Kaijin, a sea dwelling humanoid monster recorded from the Edo period (17th-19th Centuries). While hideous in appearance, is not described as being violent.

The last lizard creature on the list is El Chupacabra, first reported in 1995 in Puerto Rico. It was a shorter lizard like being who sucked the blood out of several sheep. These reports were never substantiated but it captured the imaginations of cryptozoologists all over the world. Many sightings have been reported and captured animals have only been proven to be feral wolves, coyotes, dogs and other mammals suffering from mange.

These are the two most common categories I found of anthropomorphism in Cryptozoology, but I also want to discuss 3 outliers that don't fall into the "Great-Ape" or "Reptilian" category. The Tikbalang is a filipino bipedal horse demon with long bony limbs who tricks travelers down dangerous paths if they disturb or offend him. In 1966 and 67 The Mothman had sightings all over Point Pleasant, West Virginia, described as man sized with a large wing span, and bright glowing eyes like bicycle reflectors and is said to be an omen to a deadly bridge collapse later that year. And in Cornwall, UK there is Owlman, a silver-grey being who has been seen 4 times since 1976, hovering above buildings with an intense look toward the purported witnesses.

An important take away is that none of these beings have had sufficient evidence come forward to prove their existence. In an age of cell phone cameras in every pocket and satellites in orbit taking new pictures of every square inch of land every few days, the evidence would become apparent. When Los Angeles suffered a blackout, multiple people called 911 about the strange lights in the sky worried about UFO's. In reality they had just never before seen the Milky Way Galaxy usually rendered invisible by the city lights. Extraordinary claims require extraordinary evidence. If we truly want to see the impossible while camping in the wilderness, one thing we can do is have an extraordinary imagination and an appreciation for the wild creatures that we do see.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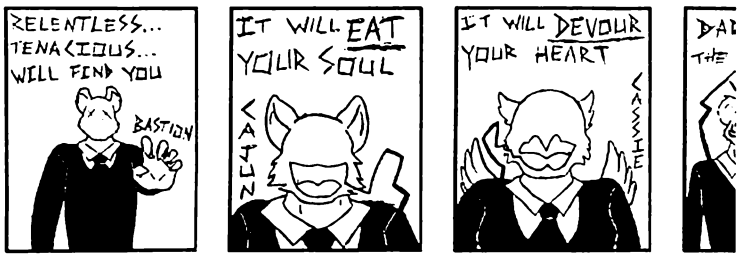
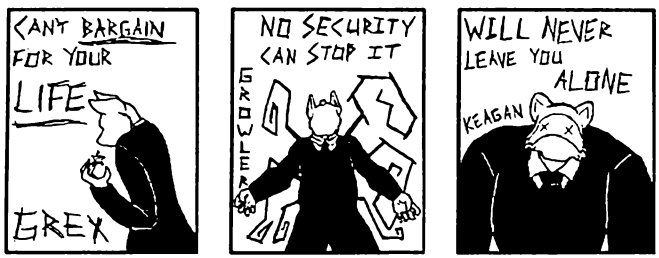
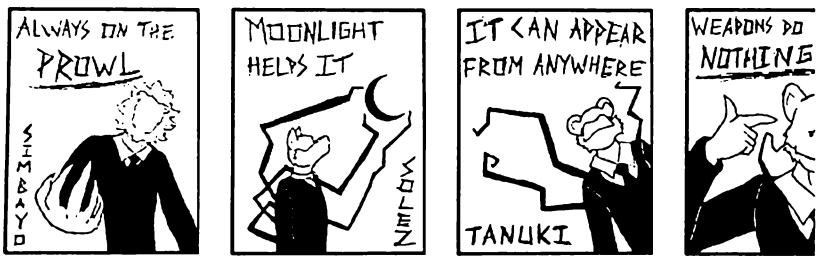

RELENTLESS...
TENACIOUS...
WILL FIND YOU
BASTION
IT WILL EAT YOUR SOUL
CAYUN
IT WILL DEVOUR YOUR HEART
CASSIE

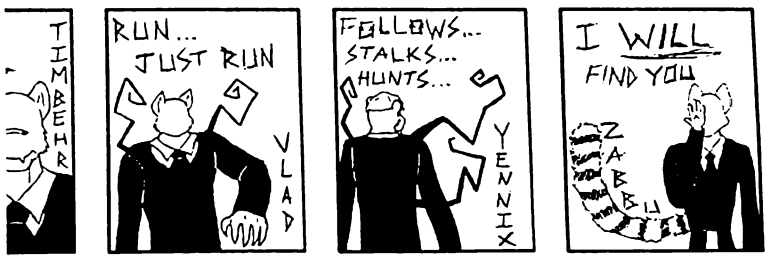

CANT BARGAIN FOR YOUR LIFE
GREX
NO SECURITY CAN STOP IT
GROWLER
WILL NEVER LEAVE YOU ALONE
KEAGAN


ALWAYS ON THE PROWL
SIMBAYO
MOONLIGHT HELPS IT
SOLEN
IT CAN APPEAR FROM ANYWHERE
TANUKI
WEAPONS DO NOTHING

FERAL! STAFF

ZE YOU TRUST
WINGED ONES...
VRONO
BLOOD... TEARS
NEVERENDING
DRALEN
NO ESCAPE
EUCHRE
IT LOVES TO
PLAY
FLOW

WHERE ARE
YOU
MARCH
GA...
GA...
GA
NJ
AY
GA...
GA...
GA...
I SEE YOU
POTOROO


TIMBEHR
RUN...
JUST RUN
VLAD
FOLLOWS...
STALKS...
HUNTS...
YENNIX
I WILL
FIND YOU
ZABBU

@HERACLEX

@raththomas Rath Thomss

@TyrenTiger Tyren Have a nice best fishe Never

@KHAZWOLF - KHAZ!

KALE Dragon

Zabbu!

the Tumblr Theplex

Hi hi!
Good to see you!
aplaid@gmail
arbitrary plaid @fa

Hope to see you next year ^.^

KONNE
RABBIT
LONGEARS
DESIGN@
GMAIL.COM

-Nexus
Wolfmoon Capulus

Cya next year!
~m.mBadger@FA

IM SO SORRY EH
-Sole

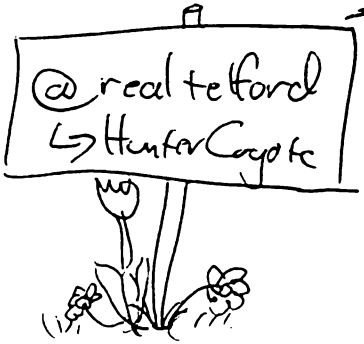
MEOW!
-Deuce

Thanks for Coming! a great Time!
@tgorthi tsnuki Yiff wolfgrowl@hotmail.com

SURE! ANYTHING YOU SAY. IT WAS GREAT SEEING YOU AT FERAL! UNTIL NEXT TIME!
LIGANTHAH ♡

@Lukky

Kilo @clashkilo

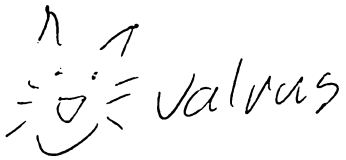


Hey Wolfin,
Don't Let the
feelings inside!
Keagan
FA: Keagan

The RyTiger
says grower
-@RyTiger

Oliver
FA: twitchat

Bloooooski!



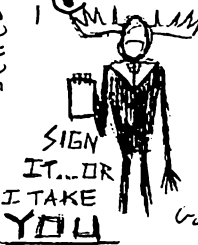
Quentin
coyote!

WOLFIN!
Didn't see ya
much, but hit
me on FA!
raverfox420

RENEGADE

Tigers forever!
(Lutraccumsi are
better)
-CF+Arzy
@VERYTIGER

FLOW
Let's Start



Good Times
Good Times

Insane Foxy

Have a nice time
in Regular land
Better see you
Next Year! Chiki
Kikeci.Arts@gmail.com

Steam: search me for
1 of 2 admin - Fo

Jeffery Wolfin Core

Ifer
ArtbyIfer.com
JuandFr/deviantart.com
artbyifer.tumblr.com

Nice to meet you. Check out the Feral video on youtube @FuzzBallProductions #Wiggle
-Skyler Hawk @ hotmail gmail skype etc...

@Bad Hander

@Surya_extra
The refined meerkat

BONK
anime

Hope to see you again! 2015 rock

@TGokuhi TANUKI

-[illegible]SKYpe

@FrostPuppy

@CLUMZYLION

CIRON

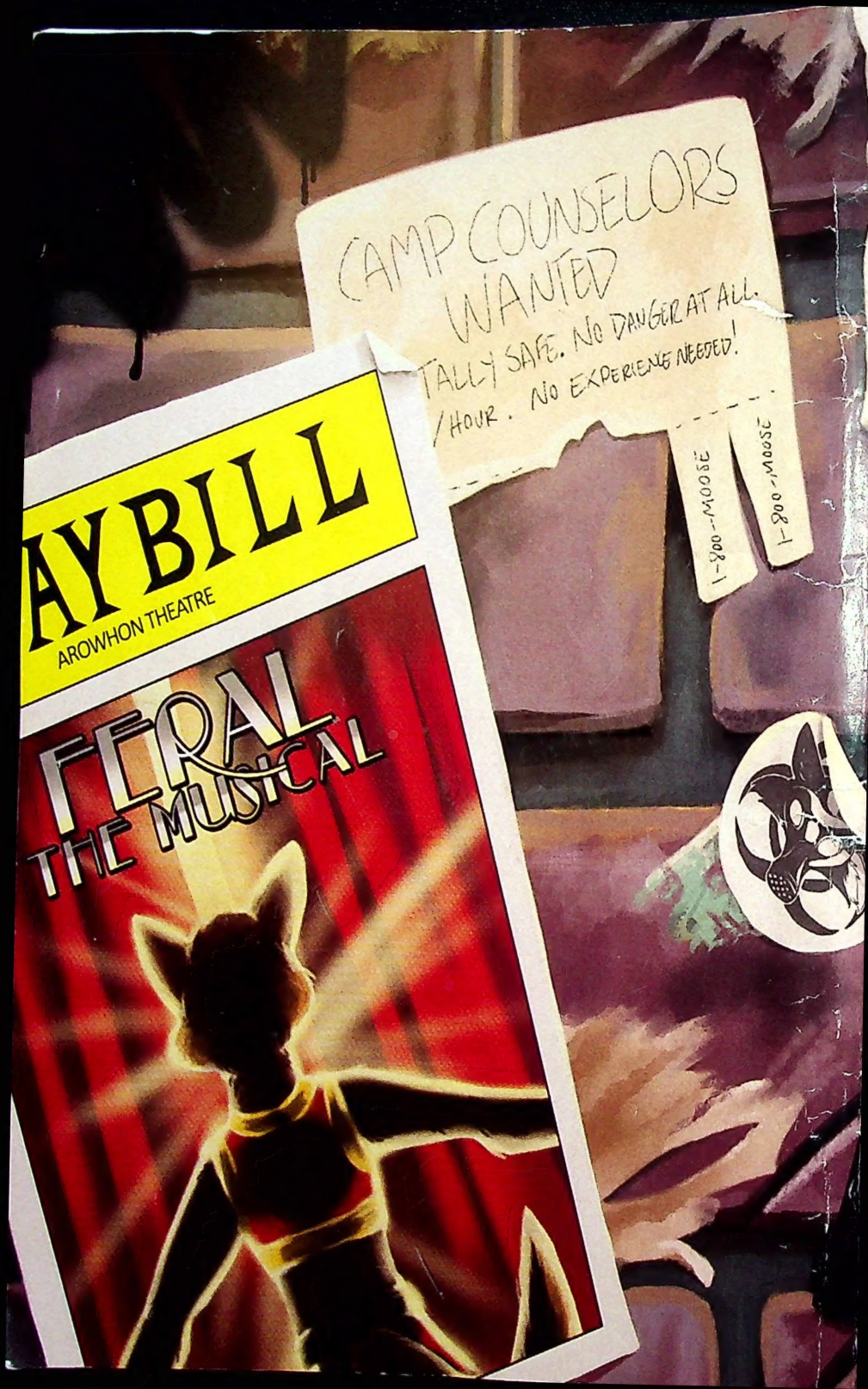
ARCHEUS68 on FA

Much camp sucks feral

Thanks for a great time.

@AluBurstow

Otterbark!
-Kis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AROWHON THEATRE
FERAL
THE MUSICAL